



Tournament Rules



Official United States Beach Soccer Federation Rules

RULE CHANGES

The Tournament Producer And Staff Have The Right To Make Rule Changes Prior To The Start Of Any Tournament. Participants Will Be Advised Of Any Changes To The Rules And Will Be Expected To Adhere To The Tournament Rules In All Cases Including All Or Any Amendments.

Seaside Beach Soccer Tournament Rules

Rule 1 The Field

Seaside Beach Soccer Dimensions:

Pitches will have 115 ft touch lines and 90 ft. end lines.

Field Markings:

The field dimensions will be marked with tape.

The field center line will be marked by two red flags

The penalty area will be marked by two yellow flags 30 ft from the end lines.

The 4 field corners will be marked by red flags

All flags will be 5 ft high, placed 3 ft from the touch lines, and all poles will be plastic.

Substitution Area:

Team benches will be located behind the touchline and next to the free space on either side of the timers area.

The substitution zones are the remaining area between the benches and the timers area.

All players will enter and leave the field from this area. The space in front of the timers will be kept clear at all times.

Goals:

The center of the goals will be placed at the center of the endline, making them equidistant from the touchlines.

Goal will have an 18 ft. crossbar and it's low edge will be 7 ft from the ground.

Perimeter;

There will be a 10 foot perimeter surrounding each field

Rule 2 The Ball

Teams can use their own balls as long as the ball is size 5 (68 to 70 cm) and be inflated to not more the 8 lbs.

If the ball is damaged during a game the match will be restarted with a new ball and a kick off determined by the referee will restart play

Rule 3 The Number of Players

All matches will be played by 2 teams consisting of four players and a goalie each. There can be up to five substitutions.

The number of substitutions made during a match is unlimited. A player leaving the field can return as a substitute for another player.

A substitution can be made if the ball is in play or out of play under the following conditions.

The player coming onto the field must be standing in his/her own substitution zone and hold up a sign with the number of the player leaving the field.

The substitution is completed when the player leaving the field crosses the touchline and receives the numbered card from the entering player in the substitution zone.

Referees have final authority whether the substitute can play or not.

The clock continues to run during all substitutions

Goalkeeper substitutions:

The goalkeeper can be substituted at any time. The clock is not stopped during the substitution.

Any other player may replace the goalkeeper as long as the following conditions apply:

1. The referee is informed prior to the substitution.
2. A regular player can replace the goalkeeper if no other goalkeeper is available due to injury. Once the goalkeeper leaves the field they can not return to play.
3. The player replacing the goalkeeper must wear a goalkeeper shirt but maintain the players original number to keep the record keeping correct.

During substitutions, if the substitute player enters the field before player leaving the field enters the substitution zone or either player enters or leaves the field from an area other than the substitution zone.

1. Play will be stopped
2. The player is cautioned with a yellow card
3. Play is started with a free kick taken by the opposing team. This kick will be taken from the center of the halfway line.
4. If the ball was out of play at the time of the infraction the game will be restarted according to the rules of the game.
5. Should the same player be guilty of a second infraction that player will be shown the blue card. The player will be suspended for 2 minutes and the team will play with same number of players on the field at the time of the infraction.

Decisions

A match can start with a minimum of four players. Should players arrive later, they may enter the game as long as they were listed on the player roster.

Should multiple fractions occur and players are shown a red or yellow card, and this results in three players or less on the field the game is called. The final score of the match for goal average will be 10 for the winning team and 0 for team with three players or less.

For matches with players 12 years of age or less , the maximum number of substitutes is seven. For matches played by women, the maximum number of substitutes permitted is six.

Safety

Players must not wear jewelry of any kind, or wear equipment that could be injurious to themselves or other players.

Rule 4 The Players Equipment

The basic uniform for players will be a Jersey or T-shirt and soccer shorts or surf shorts. No “speedo” shorts will be allowed.

Players maybe authorized to wear elastic ankle or foot wrap.

The use of rubberized footwear is prohibited. The use of lycra or neoprene beach socks are allowed.

The use of plastic goggles for eye protection are allowed.

Shirts will have numbers from 1 through 22 and contrast with the shirt for easy visibility.

If two teams come to the pitch with the same or similar colors, alternate color “bib shirts” will be provided. Which team wears the “bib shirts” will be decided by referee coin toss.

Each goalkeeper will wear colors which distinguish him/her from other players.

Goalkeepers will be allowed to wear warm up pants.

Should a player replace a goalkeeper, the goalkeepers shirt worn by the player must have the players original number.

Rule 5 The Responsibilities Referees

Each match is controlled by two referees, a 1st and 2nd referee. Together they have the responsibility and authority to enforce the rules of the game for the matches they are scheduled for.

Referees duties include:

- 1, To start play and restart play after penalties and faults.
2. Enforce the rules of the game
3. Maintain and sign a record of the match and turn it in to the tournament director. The record will include scores, any disciplinary action against players, officials and any other event that may have occurred on or around the pitch before, during, or after the match.
4. Act as a timekeeper if one is not available.
5. In enforcing the rules of the game a referee may suspend, stop, or terminate the match. This includes outside interference.
6. Take action against players guilty for rule infractions that require a caution or sending a player off the field.
7. Ensure no unauthorized player or person enters the field
8. Stop a player, if that player appears to be wasting time
9. Stop a match if the referee feels a player is seriously injured and see that the player is safely removed from the pitch.
10. Allow play to continue if the referee feels a player injury is not serious
11. Insure all match balls meet tournament requirements.

If a timekeeper and/or third referee are appointed they will be seated at the halfway line on the same side of the pitch as the substitution zone.

The timekeeper and/or third referee will be provided a suitable clock by the tournament.

Rule 6 The Time Keeper and/or the Third Referee

Ensures that the duration of the match meets the duration of the games requirement by:

1. Starting the clock at the opening kickoff
2. Stopping the clock when a goal is scored. When a penalty kick or free kick is awarded, or when a player is called for wasting time.
3. Restarting the clock after a kick off, free kick , or kick from the penalty mark.
4. Keeps track of the 2 minute penalties for players sent off the field, and indicates to the referee and coach when that player is allowed to return.
5. Signals the end of each period, the end of the match and the end of an extra time.
6. Keeps track of the 3 minute intervals between the 2nd and 3rd periods and signals to the referees when to restart play.
7. Keeps track of the interval and restart if extra play is needed.

3rd Referee

Assists the timekeeper with the following:

1. Keeps a record of stoppages and why they were needed.
2. Ensures all substitutions are carried out correctly, and indicates to the field referees if there is an infraction.
3. Records the number of players who score and the time of the event
4. Include any other event that may be relevant to the match.
5. Maintain order on the benches.
6. Assist the timekeeper in keeping track of penalty minutes and notifying coaches when a player may return to the field.
7. If the over time ends in a tie the 3rd referee must record which players are on the field at the end of the over time. These players are the only people allowed in the shoot out.
8. In case of and injury to a field referee the 3rd referee will substitute.
9. In cases of improper conduct by a timekeeper or 3rd referee the field referee can notify the tournament director and relieve them of their duties and replace them.

Rule 7 The Duration of The Match

The match consists of three 12 minute periods.

The time can be stopped when:

1. A goal is scored,
2. A penalty kick or free kick is awarded.
3. The referee indicates a player is wasting time.

A period may be prolonged if a penalty kick or free kick is needed. In these cases the period or game will end when:

1. The goal is scored
2. The ball goes out of bounds
3. The ball crosses the goal line after being touched by the goalkeeper, posts, cross bar, or sand, and scores.
4. If the ball touches another player the kick is nullified.
5. The goalkeeper stops the ball before the goal line and nullifies the kick.

The timekeeper indicates to the referee when each 12 minute period ends

The referee will listen for the timekeepers signal and officially end the period game. If the ball has been kicked the referee will wait until the kick is concluded before ending the period or game.

The intervals between periods will be 3 minutes.

Over Time

In case of a tie at the end of regular play a 3 minute over time period will be played. If a tie still exists alternate penalty kicks will take place. The players of the field at the end of regular play will stay on the field. The team with the most goals at the end of an equal number of kicks will be declared the winner.

Rule 8 The Start and Restart of Play

Preliminaries

The winner of a coin toss will decide to, either kick off or select which goal it will defend during the first period.

The team that does not take the kick off will take the kick off for the second period. The teams will trade ends and attack the opposite goals. The third period will be decided by a second coin toss.

If an overtime period is required, a coin toss will be done to determine who kicks off and who defends.

If a penalty series is required a coin toss will be used to see who kicks first.

Kick off

the kick off is used to:

1. Start the match
2. Start play after a goal is scored.
3. Start the second and third periods.
4. Start the overtime period, if needed.

Starting procedure

All players have to be in their half of the field

The receiving players have to be at least 16 feet prior to kick off and cannot move into the opponents territory until the ball is in motion.

The ball is placed on the halfway line

The referee gives the signal to start

A player must put the ball in motion

The ball is in play once it is airborne or starts rolling on the ground and has completed one rotation.

The kicker cannot touch the ball again until after it has been touched by one other player

After a goal is scored the other team receives the kick off.

If the kicker touches the ball before another player has touched it, a free kick is awarded the receiving team. The free kick is taken from the place where the penalty occurred.

For all other infringements the kick off is repeat

Dropped ball

A dropped ball is a way of restarting play after play was temporarily stopped for some reason not already mentioned in the rules of the game. Just preceding an event the ball cannot have crossed the end line or touch line.

A referee drops the ball in the middle of the halfway line, and play restarts as soon the ball touches the sand.

The may have to be dropped again if:

1. A player makes contact with the ball before it touches the sand
2. The ball leaves the field after it makes contact with the sand but before any player makes contact with the ball.

Rule 9 The Ball In and Out of Play

The ball is out of play if:

1. The whole ball has touched the out of bounds area or has come in contact with a player who is wholly or partially in the out of bounds area.
2. Play has been stopped by a referee.

Ball is in play

The ball is in play if:

1. It rebounds off a goal post or cross bar
2. It rebounds off a referee
3. It is airborne after the kick off

Rule 10 The Method of Scoring

A goal is scored when the entire ball passes over the goal line. between the goal posts and under the cross bar. The goal is not allowed if the ball has been thrown , carried or intentionally pushed or propelled by a hand or arm of an attacking player, the goalkeeper included.

The goalkeeper:

1. Can't score directly by throwing the ball with his hands. If this occurs, the opposing team will get a goal clearance.
2. Can't score if he drops the ball from his hands and kicks it without the ball touching the ground first.
3. Can score a goal if he places the ball on the ground and controls it with his feet.

The winning team

The team scoring the most goals during a match will be declared the winner. In case of a tie after three periods an over time period will be played.

If the over time period ends in a tie, the game will be decided by alternating penalty kicks. The team with the most goals after an equal number of kicks will be the winner. If a team is down to three players due to penalty expulsions, it will be declared the loser of the match, regardless of the score at the time the game is stopped. The winning team will be awarded 10 X 0 for goal averaging.

Rule 11 Fouls and Misconduct

Direct free kick

A direct free kick is awarded to the opposing team when a player commits any of the following offenses in a manner considered by a referee to be reckless or excessive.

1. Kicks or tries to kick an opponent.
2. Trips or tries to trip an opponent.
3. Jump on or at an opponent.
4. Charges an opponent, even with the shoulder.
5. Hits or attempts to hit an opponent.
6. Pushes an opponent.

A direct free kick is awarded to the opposing team if a player commits any of the following;

1. Holding an opponent, this includes grabbing the jersey.
2. Spits on an opponent.
3. Deliberately handles the ball, the goalkeeper is excepted while in his penalty area.
4. Deliberately impedes the progress of a player when the ball is not being played.
5. Prevents the goalkeeper from releasing the ball from his hands.
6. Throwing sand at an opponent or the referee.
7. Commits any other offense, not previously mentioned above but requires the referee to stop play to caution or dismiss a player.

Penalty kick

A penalty kick is awarded if a player commits any of the above offenses inside his own penalty area. This offense is irrespective of where the ball is on the field.

The player who received the foul takes the penalty kick, unless the player is seriously injured, at which time a substitute can take the kick. If the offense was deliberate handling of the ball any player can take the kick.

Kicks from the halfway line

A direct free kick from the halfway line is also awarded to the opposing team if:

1. A possession of the ball inside its own penalty area for more than 5 seconds, with no one defending the ball.
2. The goalkeeper uses his hands to receive an intentional pass from any teammate, two times after each other without the ball having been touched an opponent.
3. The goalkeeper kicks the ball in the air before it touches the ground and after releasing it from his hands.
4. The goalkeeper, after having possession of the ball in his hands inside his own area, plays the ball with his feet out of the penalty area and then comes into the area again and takes the ball with his hands.
5. The goalkeeper restarts the game with his feet.

Disciplinary sanctions;

Cautionable offenses by players

Yellow Card

A player is cautioned and shown a yellow card if he commits any of the following offenses:

1. Show unsportsmanlike conduct
2. Shows dissent with words or actions
3. Infringes on the rules of the game
4. Delays the start of the game
5. Fails to respect the required distance when play is restarted with a corner kick, throw in, free kick or goal clearance
6. Enters or reenters the pitch without the referees permission or violates the substitution procedures.
7. Deliberately leaves the pitch without the referees permission
8. Handles the ball deliberately on a non goal scoring opportunity

Off the field offenses

Red card

A player is shown a red card and sent off the field if that player commits any of the following offenses:

1. Is guilty of a serious foul play
2. Is guilty of violent conduct
3. Spits at or on an opponent or any other person

4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (with the exception of a goalkeeping within his own penalty area)
5. Uses offensive or insulting or abusive language and/or gestures
6. Receives a third caution in the same match

Decisions

A player who has been shown the red card may not re enter the game or may not sit on the substitutes bench. A substitute player may enter the field two full minutes after the offending team mate has left the field.

Cautionable offense by the team (Coach, team members, or team delegates)

Yellow Card

The team is shown a yellow card if any member commits any of the following

1. Guilty of unsportsmanlike conduct toward an opponent, spectator, or referee.
2. Show violent dissent by word or action from any decision taken by a referee.

Red Card

A member of the team is sent off the field for the following offenses.

1. Guilty of violent conduct
2. Spits at an opponent or any other person
3. Uses offensive, insulting or abusive language and/or gestures
4. Receives a second caution in the same match
5. Enters the field without a referees permission

For any of these offenses, a free kick is awarded to the opposing team, to be taken from the center of the halfway line.

The referee shall report the reason why a member of the team has been sanctioned with a red card to the Tournament Director, who will consider the possibility of further sanctions.

The offending team member will be seated far enough away from the match as not to be able to interfere with the game.

Rule 12 Free Kicks

There will be only Direct Free Kicks

1. No player or players will form a wall.
2. The player who received a foul will take the free kick unless seriously injured, then a substitute will take the kick. If the injured player leaves the pitch that player will not be allowed to return to the match.
3. The ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has been touched by another player
4. Additional time is allowed for a free kick to be taken at the end of each period of the match or of the over time.
5. **An own goal can not be scored directly** from a free kick. In this case, a corner kick will be awarded to the opposing team.
6. A goal may be awarded from a direct free kick

Position of Free Kick

Free kick from own field

If the free kick is taken in the penalized team's defensive half of the field, all players except the kicker and the goalie must be:

1. On the field
2. Behind or to the side of the ball and 16 feet from the ball.
3. The goalkeeper will remain in the penalty area.

Free kick from the opposite field

If the free kick is taken in the penalized team's offensive half of the field, all players except the kicker and the defensive goalkeeper must be:

1. On the field
2. Behind or beside the kicker and 16 feet from the ball. The defending goalkeeper will remain in the penalty area.
3. The ball may be kicked in any direction, including back to the goalkeeper. If the ball is kicked in the direction of the goal and it stays in the air only the goalkeeper may touch the ball. Once the ball hits the sand it may be played by any player.

Procedure

1. The kicker may elevate the ball by making a small pile of sand using his feet or the ball.

2. the free kick must be taken within five seconds after the referee whistles the ball in play
3. The kicker may not play on the ball until it has been touched by another player first.
4. The ball is in play once it has been kicked or moved.
5. When the ball is kicked into the area between the kickers position and the goal, players can only touch the ball after it has come in contact with the goalkeeper, goalpost, cross bar, or the ground. Once that occurs the ball may be played by anyone.

Violations and penalties

If a player of the offensive team violates the rule:

1. A direct free kick is awarded to the opposing team, the kick will be taken from the point where the violation occurred.

If the player of the defending team violates the rule;

1. The kick will be redone if a goal is scored.
2. If a goal is not scored, that team will be penalized with a free kick at the point where the violation occurred.
3. If a goal is not scored and the violation takes place inside the penalty area the team will be will get a penalty kick.

Rule 13 The Penalty Kick

A penalty kick is awarded against a team that commits one of the offenses for which a direct free kick is awarded inside it's own penalty area and while the ball is in play.

A goal may be scored from a penalty kick

If the offense occurs at the end of a period or over time period, time will be allowed for a penalty kick.

Position of the ball and the players

The ball is placed at the center of the penalty area line, which would be 30 feet from the center of the goal.

The player taking the penalty kick is the person who was fouled. If that player is injured and can not kick, a substitute maybe used.

The defending goalkeeper remains between his goal posts, and on the goal line facing the kicker. The goalkeeper is allowed to move sideways.

The players, other than the goalkeeper, must be positioned:

1. On the field
2. Outside the penalty area
3. Behind or beside the ball, at least 16 feet from the ball.

The referee will signal the kicker to take the kick after he is sure all players are positioned correctly and decides when the kick is completed.

Procedure

The player taking the penalty, kicks the ball forward.

The kicker may not touch the ball until another player has touched it first.

The ball is in play when it is kicked and moves forward.

When a penalty kick is taken the goal is completed when if the ball touches the goal posts, the cross bar or the goalkeeper and continues into the goal.

Violations and penalties

If a player of the defending team violates the rule

1. The kick is retaken if no goal is scored
2. The kick is not retaken if a goal is scored

If a fellow teammate of the kicker violates the rule

1. The kick is retaken if not goal is scored
2. The kick is not retaken if a goal is scored

If the kicker violates the rule after the ball is in play

1. A direct free kick is awarded to the opposing team and the kick is taken at the point of the violation occurred.

Rule 14 The Ball Inbound

A ball inbound is used as a way to restart play

Any playing can inbound the call, including the goalkeeper.

A goal can not be scored from an ball inbound.

If the ball inbound is taken directly to the goal, the ball does not touch a player, and the ball crosses the goal line:

1. A corner kick is awarded to the opposing team if the teams own goal,
2. A goal clearance is award to the opposing team if the ball is kicked against the opposite teams goal,

A ball inbound is awarded:

1. When the conditions of rule 9 apply
2. From the place where it crossed the touch line.
3. To the opponents of the player who last touched the ball,

Position of the ball and players

There are two types of ball inbound. The kick in and the throw in.

The Kick In Procedure

The ball:

1. Must be stationary outside of the field
2. Is kicked back into play in any direction
3. Is in play immediately after it is kicked or touched.

After the referee has provided the player taking the kick in.

1. Must have both feet on the ground outside the touch line prior to the moment of the kick
2. Can not pick up the ball and throw it after it is placed on the ground for a kick.
3. Must kick the ball within five seconds of taking possession of the ball.
4. May not play the ball until another player has touched it.

The Throw In Procedure

After the referee has provided the player with the ball for a throw in the player:

1. Must face the field
2. Must have both feet on the ground

3. Uses both hands to throw the ball
4. Delivers the ball from behind and over his head
5. Must throw the ball within five seconds of receiving the ball.
6. The ball is immediately in play.
7. Can not perform a kick in if positioned to do a throw in

Violations and Penalties

A direct free kick is awarded to the opposing team if the player doing the kick in/throw in touches the ball before another player does. The direct free kick will be performed at the point at which the infraction occurred.

The kick in/throw in is retaken by a player of the opposing team when:

1. The kick in/throw in is taken incorrectly
2. The kick in/throw in is taken from a position other than the place where the ball passed over the touch line.
3. The kick in/throw in is not carried out within the 5 seconds.
4. There is any other infringement of Rule 14.

Rule 15 The Goal Clearance

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance. See ways of a goalkeeper scoring in Rule 10.

The goal clearance is awarded when conditions in Rule 9 apply to the ball or players at the goal line, and a goal is not scored in accordance with Rule 10.

Procedure

The ball is thrown from any point within the penalty area by the goalkeeper of the defending team using his hands:

1. The goalkeeper does not play the ball a second time until it has been touched by another player.
2. The ball is in play when it leaves the goalkeepers hands.
3. Once the goalkeeper has the ball in his hands, he has five seconds to put the ball in play.

Violations and Penalties

A direct free kick is awarded to the opposing team from the center of the halfway line when:

1. The goalkeeper takes more the five seconds to clear the goal.
2. The goalkeeper clears the goal with his feet.

In if goal clearance results in a goal and has not touched another player, the goal will be invalid, and a goal clearance will be awarded to the opposing team.

If the ball touches any player before it crosses the goal line, the goal will count.

In a goalkeeper scores an own goal of a goal clearance, the goal will not count and a corner kick will be allowed for the opposing team.

Rule 16 The Pass Back

The goalkeeper shall not be allowed to touch the ball with his hands or arms when the ball is returned to him from a player of his team, including a header, or an inbound pass, twice consecutively , with out the ball touching and opponent.

Once the ball has been passed to the goalkeeper from one of the team mates once, the referee will signal this first pass raising his arm above his head momentarily.

Violations and Penalties

A free kick from the halfway line is awarded to the opposing team when:

1. The ball being in play, the goalkeeper receives it back with his hands from a team mate and no opposing player has touched it.
2. Any other infraction to Rule 16 occurs.

Rule 17 The 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, having last touched a player of the defending team, passes over the end line according to conditions mentioned in Rule 9, touches the ground, or a player outside of the field, and a goal is not score in accordance with Rule 10.

Procedure

1. The ball is placed precisely inside an imaginary corner arc of 3 feet radius at the nearest corner.
2. The ball is played.
3. The ball is kicked by a player of the attacking team.
4. The ball is in play when it is kicked or touched.
5. The kicker does not play the ball a second time until it had touched another player.
6. The corner kick must be taken within five seconds from the time the player taking the kick takes possession of the ball.

Violations and Penalties

A direct free kick is taken the opposing team when the player taking the corner kick plays the ball a second time before it has touched another player. The direct free kick is taken from the place where the infringement occurred.

The opponents goalkeeper restarts the play when the corner kick is not carried out within five seconds from the time the kick takes possession of the ball.

If the the team takes the corner kick, and the ball doesn't touch any player and an own goal is scored, the goal will not count and a corner kick will be awarded to the opposing team.

If the corner kick is taken , and the ball touched any player and an own goal is scored, the goal will count.

For an other infringement the corner kick will be retaken.

Rule 18 Procedures to Determine the Winner of a Match

Taking kicks from the penalty mark is a method of determining the winning team whenever no goal is scored during the three minute over time period.

Procedure

1. The referee chooses the goal at which the kicks will be taken.
2. The referee tosses a coin and the team whose captain wins the toss takes the first kick.
3. The referee keeps a record of the kicks being taken.

Each series of shots is composed of one penalty kick per team. The penalties may only be taken by the players that ended the match, including the goalkeeper. A player may only kick another penalty after all other eligible players have taken theirs. A new series of kicks may start, and the order of the kickers may change.

1. The series will be repeated as many times as necessary in order to determine a winner.
2. The winner is the team that scores more goals with the same number of kicks.
3. the names, numbers and the order of the players taking the kicks are announced to the referee by the captains or the coaches of each team before kicks from the penalty marks are taken.
4. Any player who has been sent off may not take part in the kicks from the penalty mark.
5. Any eligible player (a player on the field at the end of regular play) may change places with the goalkeeper.
6. Only eligible players and referees are to remain on the field during penalty kicks.
7. All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the field from where the kicks are taken. The second referee will oversee that half of the field.
8. The goalkeeper who is the team mate of the kicker must remain on the field without interfering in the progress of the play.
9. If a team has less eligible players than the opponent due to expulsion, the opponent will have to reduce it's own number of players to equalize the teams.