



Express Beach Soccer Fest

JUNE 26 – 27, 2021 @ McGee Beach, Corpus Christi

LAWS OF THE GAME

(Adapted from the International Beach Soccer Association, and by Beach Soccer Worldwide, Inc., Octagon Koch Tavares/IBSA, Pro Beach Soccer, S.I. and Beach Soccer Company. Express Soccer Club has modified these Laws to encourage fair play for the youth participants.)

1.0 Objectives of the Game

The game is provided for leisure, team play, friendship and healthy competition. Fair play is the essence of sand soccer.

2.0 The Competition Area, the Goals, and the Ball

- 2.1 **Dimension of the Courts:** Three sizes will be in use – 15 x 25 for the U8s and 20 x 30 yard courts for the U10s. The U11s thru the U14s will use 30 x 40 yard courts. The U15s and older will use 35 x 50 yard courts. Perimeters will be marked with roping/tape affixed to the sand. Substitutes, team delegates, and other spectators shall remain at least six (6) feet from the touchlines.
- 2.2 **Penalty Box:** A Penalty box will be delineated by colored discs in the sand at each end of the court 8 yards out (9 yards on 30 x 40 courts, 10 yards on 35 x 50 courts) from, and paralleling, the baselines. The exact position of a penalty kick shall be from the center of these imaginary lines.
- 2.3 **Corners and Center of Court:** Corners will be marked with a standard corner flag. A 1-yar quadrant forms the corner area. A cone or flag will be placed on each touch line at midcourt.
- 2.4 **Goals:** Vary in size by division from 4' x 6' to 7' x 18' based on appropriate age group. Goals are PVC, aluminum, or metal construction and anchored to the sand at the baselines.
- 2.5 **Ball:** U8s use a size 3; U10s and U12s use a size 4; U13s and older divisions use a size 5. Inflation pressure is 7 lbs. The referee shall stop the match and the clock, and replace any ball showing signs of deformity. Dropping the replacement ball at the center of the court restarts the match. A regulation sand soccer ball will used when available (4.5).

3.0 The Game: Start, Duration, and its Rules

- 3.1 **Start of Game:** Home Team will have Kick-off and Visiting Team will select an End to Defend. The Kick-off will be made from the center of the court on the referee's whistle. Opposing players must remain at least five (5) yards away from the ball. The ball must be moved forward. After a goal, the game restarts from the same point. A goal CANNOT be scored from the kickoff directly, but only after the ball has been touched by any other player (including the goalkeeper).
- 3.2 **Duration of the Game:** The U8s and the U10s shall employ three 8-minute periods, U11s thru U14s shall employ three 10-minute periods, U15s and older divisions shall employ three 12-minute periods, separated by two (2) minute intermissions to exchange ends. A referee's whistle ends each period. After the second period, the referee shall conduct a coin toss with the Visiting Team call the toss. Should the referee stop time for an injury or if a team is wasting time, the referee may add extra time at the end of the period.
- 3.3 **How to Win:** See tie breaker information in "Tournament Standings" section on the Tournament Format.
- 3.4 **Scoring a Goal:** A goal shall be scored when the ball entirely crosses over the goal line in the air or on the sand between the goal posts and under the crossbar.
- 3.5 **Out of Play:** The ball is considered out of play when the ENTIRE ball crosses the goal line or touch line.
- 3.6 **The Pass-Back Rule:** The goalkeeper shall not be allowed to touch the ball with his/her hands or arms when a ball is returned to him/her by a teammate with the teammate's feet. This includes playing the ball from an inbounds pass to the goalkeeper without the ball having touched an opponent. Infraction of the pass-back rule results in the opposing team being awarded an indirect kick from the center of the court.

- 3.7 **Offside:** There is no offside **UNLESS** a player is intentionally “camping-out” in an offside position.

4.0 Team Formation

- 4.1 **Number of Players:** The game is played by two teams of five players on each “with the exception of U8s, which will play with 4 players per side”. One of the players on the court for each team shall be the goalkeeper, “except for the U8s, which will play with NO goalkeeper”. A player **CANNOT** be rostered to more than one team.

COED Division: For teams in the Coed division, a minimum of **three (3)** female players shall be included on each coed team roster, **two (2)** of which shall be on the court at all times during the match. If a female is in the “Sin Bin”, she is considered to be on the court since the team is playing down a player. If no female is available due to injury, the team must play down a player. **Tournament recommends your roster have four (4) female players to avoid having to play down.**

- 4.2 **Substitutions:** There are no limits on substitutions. The substitute can only enter the court after a player that is being substituted for has left the court at the referee’s position on the halfway line.
- 4.3 **Entering the Court:** If a player breaks rule 4.2 and enters the court before a teammate has left, she/she will receive a yellow card and be suspended for two (2) minutes. In this case, the team of the penalized player will continue to play without a replacement until the two-minute period is over (see Section 7.2: Yellow Cards).
- 4.4 **Substitute Infraction:** Restart for violation of Rule 4.2 shall be a direct free kick from the center of the court.
- 4.5 **Minimum Number of Players:** The minimum number of players on the court is three (3). The team that remains with less than three (3) players will be declared the loser of that game, regardless of the score at the time that the game was stopped. In this case, the score of the game, for goal average effect, will be 3-0 for the winning team. The exception would be in the U8s, where the minimum number of players on the court is two (2).
- 4.6 **Goalkeeper Replacement:** A goalkeeper may substitute for a field player, after a shirt change. Similarly, a field player may be substituted for a goalkeeper. Such substitutions may only be made during breaks between periods or after a stoppage in play, and after referee notification.
- 4.7 **Goalkeeper Ball Handling:** When the goalkeeper makes a save, or otherwise receives the ball from an in-play situation, he/she can distribute the ball (a “pass”) by use of the feet or rolling the ball underhand, side armed, or overhand –**NO PUNTING ALLOWED**. A goal **CANNOT** be scored directly from this type of goalkeeper distribution. A goalkeeper can “pass” the ball to a teammate **WITHIN** their half of the court **ONLY**. *Infraction of this RULE, results in the opposing team being awarded an indirect kick from the center of the court. If an opposing team member should receive the ball directly from the goalkeeper in either half of the court, advantage shall be the call and play should continue.*

5.0 Referees

- 5.1 **Referees:** The game shall be officiated by a referee located on the halfway line at the touch line – or – in an area of the court that does not interfere with play. He/she may be seated or standing on an elevated platform or stand on the court. **Their decisions are FINAL**. The referee will serve as timekeeper and scorekeeper, including controlling suspended players in the “Sin Bin”. A “timekeeper” may be assigned to assist with the substitutions and the “Sin Bin”. The Tournament Committee shall determine, before the game(s), or during play, if conditions are suitable for safe play.

6.0 Player Equipment

- 6.1 **Footwear:** It is strictly forbidden to wear any kind of footwear other than what is authorized. Authorized footwear includes bare feet, socks (including being taped up), sand socks, shin guards, and/or elastic and/or foot wraps. Shin guards (if worn), must be covered with socks.
- 6.2 **Uniforms:** Uniforms shall consist of shirts of the same design and color, with clearly visible identification numbers on the shirts. Teams **SHOULD** have either an alternate jersey or playing vests (pennies) in case of a color conflict. Playing vests (or pennies) must be worn by the home team if the home team does not have an alternate jersey available of a contrasting color from the opposing team. Goalkeepers shall wear a jersey of contrasting color from the other players and the referee. A playing vest (penny) can be used over the goalkeeper’s jersey if an alternate jersey is not available. Use of plastic goggles for eye protection is allowed. Neither players nor referees can play “skins”.

Team Names and/or Uniforms must be appropriate for ALL AGES.

No player will be allowed to play with a hard cast (padded or otherwise). Nor will any player be allowed to play with any brace (knee or otherwise) that contains exposed metal or hard plastics, unless it is wrapped with a minimum of ½ inch high-density foam wrapping or the manufacturer's recommended protective covering. All jewelry is prohibited except the tournament wristbands for team/player identification.

7.0 Fouls and Infractions

- 7.1 **Fouls:** If any player commits any of the below infractions, there will be a **DIRECT FREE KICK** taken from the spot of the infringement. The player who is faulted must take the free kick unless seriously injured and, in such case, his/her substitute shall execute the shot.

The referee shall allow play to continue when a team that has suffered the foul will benefit from such 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 Free Kick is awarded to the opposing team, if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- Kick or trip an opponent;
- Grab, hold, push, charge or intentionally obstruct an opponent;
- Touch the ball intentionally with the hand or arm. This does not apply to the goalkeeper in his/her own area, of if there is no intention of touching the ball with hand or arm;
- Slide tackle, or jump, at an opponent; and/or
- Playing in a dangerous manner.

Any of the infractions committed by the defending team in the penalty area will be punished by a **PENALTY KICK**.

- 7.2 **Yellow Cards:** The referee shall show a Yellow Card when a player;
- Commits a serious foul in the interpretation of the referee;
 - Shows by act or word, disagreement with the referee's decision;
 - Shows lack of sportsmanship;
 - Commits an infraction during a free kick or during a kickoff; and/or
 - Enter the court during a substitution before the player being replaced has entirely left the court or enters from an incorrect position.

The player shall be suspended for two (2) minutes and the team of the penalized player will continue to play without a replacement until the two-minute period is over, as notified by the referee (or timekeeper). Suspension will be served in the "Sin-Bin" located at mid-court on the "team" sideline. The two-minute penalty will carry over from one period to the next.

- 7.3 **Red Cards:** The referee shall show a Red Card when a player:
- Receives a second yellow card in one game;
 - Intentionally denies with a foul an obvious goal scoring opportunity to an opponent;
 - Is guilty of serious foul play;
 - Is guilty of violent conduct; and/or
 - Use offensive, insulting or abusive language.

The player shall be sent off the court without being able to reenter the match and shall also be denied participation in the subsequent match, including the final round of competition (quarters, semis or finals). The penalized team shall continue to play **WITHOUT** a replacement for the remainder of the match. The referee will report the reason why the player was ejected to the Tournament Committee for possible additional sanctions.

- 7.4 **Unsportsmanlike Behavior off the Court:** If a substitute player, coach or team delegate commits a serious aggression, or offends any spectator or participant of the game (i.e., the referees, players, members of the Tournament Committee); the referee shall show him/her the Red Card. He/she shall be sent out of the competition area. The individual's name and reason for suspension will be reported to the Tournament Committee for possible additional sanctions.

When play is stopped for unsportsmanlike behavior, restart will be by a Direct Free Kick at the center of the court.

- 7.5 **Point Accumulation and Suspensions:** Each card has a penalty point value. A yellow card = 3 points. A red card = 9 points. If a player should accumulate nine (9) points (3 yellows or 1 red) during the tournament, they will be suspended for the next scheduled game. If a player accumulates eighteen (18) points during the tournament, they will be suspended for the next two (2) scheduled games. If the accumulation of points is due to other than a red card, the player will be allowed to complete the game in which the last yellow card was received (after serving their card suspension in the "Sin Bin"). **An accumulation of twenty-one (21) points will be an instant Tournament suspension.** If the accumulation of 21 points is due to an additional yellow card, the player will be allowed to be replaced in the game the card received, "after the two-minute suspension in the "Sin Bin" has been served.

8.0 Free Kick

- 8.1 **Free Kick:** The referee will award a Direct Free Kick (from which a goal can be scored directly against the defending side) where a foul has been committed. The player who received the infraction must take the free kick. Opponents will approach no closer than five (5) yards.
- 8.2 **Positioning of Players During Free Kicks:** There will be no walls and opposing players must remain at least five (5) yard away from the kicker.

If the infraction is committed in the kicking team's DEFENSIVE END of the court, an imaginary "NO MAN'S LAND" sector will be established from the point of the foul to each opponent's goal post. Players from BOTH teams will remain outside of this zone until the Free Kick is taken.

If the infraction is committed in the kicking team's OFFENSIVE END of the court, players of BOTH teams must position themselves behind, or on the same line, as the ball placed at the point where the foul was committed.

NOTE: The above concept is meant to discourage fouls in the defensive end by awarding basically undefended (except for the goalkeeper) direct free kicks.

When taking a Free Kick or Corner Kick, a player may place the ball on the spot of the foul and make a small mound to elevate the ball's position.

- 8.3 **Free Kick Start:** A player who takes a Free Kick, or puts the ball in play, may not touch the ball twice consecutively. Breaking this rule will be punished with a Direct Free Kick at the point of the infraction.
- 8.4 **Infractions During Free Kicks:** **If any irregularity occurs when a Free Kick is being taken, the following will apply:**
- a) If the irregularity is committed by the team taking the free kick and the goal is scored, the shot will be repeated;
 - b) If the irregularity is committed by the infringing team, the free kick will be repeated unless a goal is scored, in which case the goal will stand.
- 8.5 **Injury or Interference Restart:** Indirect free kick from the center of the court by team in possession at time of stoppage, or restart as applicable, (i.e., ball out of touch).

9.0 Penalty Kick

- 9.1 **Penalty Kick:** A penalty shot will be given when a foul is committed by an opponent inside the penalty box of the infringing player. The penalty shot must be taken by the player that suffered the infraction, and is taken from a point in line with the center of the goal on the penalty box line (imaginary line).
- 9.2 **Fluid Movement:** The player who takes the penalty kick must do it in a continuous movement.
- 9.3 **Goalkeeper Position:** When defending a penalty kick, the goalkeeper must position him/herself on the goal line and can only move on the goal line between both goal posts.
- 9.4 **Infraction During Penalty Kick:** If an irregularity is committed by the team taking the penalty kick and the goal is scored, the shot will be repeated. If an irregularity is committed by the infringing team, the penalty kick will be repeated, unless a goal was scored, in which case the goal will stand.

10.0 Goalkeeper Restart of the Game (aka Goal Kick with a Goal Throw)

- 10.1 **Restart:** A goal throw (not a kick) will be awarded when a player of the attacking team plays or deflects the ball over the base line, excluding the goal itself. The goalkeeper shall restart play from anywhere in the penalty area **WITH HANDS ONLY** and has five (5) seconds to do so, from the moment he/she stands and has control of the ball. **A goal cannot be scored directly from this restart.** (Under 8 shall be allowed to have a defending player do a “goal throw” from anywhere on the goal line.)
- 10.2 **Goalkeeper Scoring:** A goalkeeper **cannot score** by directly throwing the ball with their hands into the goal of the opposing team. The goalkeeper **cannot score** if he/she kicks the ball in the air (volley) before it touches the sand after releasing it from their hands. In either event, the opposing team is awarded a goal kick.

11.0 Corner Kick

- 11.1 **Corner Kick:** Shall be given when a player of the defensive team touches the ball out of bounds through the base line. The corner kick must be taken with the feet. The place where the corner is taken must be within one (1) yard of the Corner Flag. A goal may be scored directly off a corner kick. Opposing players may not approach the player taking the kick closer than five (5) yards. The player executing the kick has five (5) seconds to do so after gaining possession of the ball. If the player infringes on his five (5) seconds, the opponent goalkeeper shall restart the play.

12.0 Ball In/Out of Play (Touch Line)

- 12.1 **Out of Bounds:** A ball is considered out of play when the **ENTIRE BALL CROSSES** over the touch line. Restart will be by a standard Throw-In at the point of infraction. Opposing players may approach no closer than five (5) yards. A goal cannot be scored off a Throw-In.