



SAND SOCCER TOURNAMENT RULES

Tournament rules are subject to change at the discretion of the Tournament Directors at any time during the course of the tournament.

PLAYER ELIGIBILITY

See new Birth Year Matrix below:

Year Season Ends - Birth Year = Age Group

Season	2021-22
Birth Year	
2015	U7
2014	U8
2013	U9
2012	U10
2011	U11
2010	U12
2009	U13
2008	U14
2007	U15
2006	U16
2005	U17
2004	U18
2003	U19

Youth: U7 – U15

High School: U15 – U18

Adult Division: Players must be 18 years or older

Over 30 division: Players must be 30 years or older (goalkeeper may be under age)

Over 40 division: Players must be 40 years or older (goalkeeper may be under age)

Coed: Players must be 18 years or older. Minimum of 2 females per team

No player can be registered for more than one team during the one-day event.

Each team Under 18 is required to have a coach on-site as a team representative.

THE FIELD

The size of the Sand Soccer field is as follows: The length of the field will be approximately 40 yards. The width of the field will be approximately 30 yards. A mid-field line and penalty area will be marked by cones/flags on opposite sides of the field. The box extends the full width of the field.

BALL

U7-U12: Size 4

U13 & Up: Size 5

EQUIPMENT

Players should wear jerseys and shorts. **Shoes and shin guards are not allowed.** Authorized footwear includes bare feet, sand socks; socks taped up and foot wraps. Opposing teams should wear differing jerseys (or training bibs) and preferably differing shorts. No jewelry may be worn. The goalkeeper must be distinguished from his/her teammates with a contrasting uniform. Goalkeeper's gloves are permitted.

NUMBER OF PLAYERS AND SUBSTITUTION SYSTEM

U7 - U10: 6v6 = 5 field players + goalkeeper / Maximum of 12 players on a team.

U11 & Up: 5v5 = 4 field players + goalkeeper / Maximum of 12 players on a team.

Coed division: there must always be a minimum of 2 females on the field and a maximum of 3 males.

A minimum of four players is necessary to begin a match. Any less than 4 players will be considered a forfeit. Game time is forfeit time.

One player of the team is the goalkeeper but can play out of goal anywhere on the field.

Substitutions are unlimited and made on the fly. A player cannot enter the field until the player leaving the field has passed completely over the touchline.

REFEREES

The referee is responsible for control of the game and his/her decisions regarding facts connected with play are final.

LENGTH OF GAMES

The duration of all games shall be 30 minutes (three 10-minute periods) with a running clock.

Teams will switch sides after each 10-minute period.

In the event of a tie between two teams after the game is complete, the game will be declared a tie.

In the event of a tie in the semifinal match or final match the game will go to a **three-minute golden goal overtime**. If no goals are scored it will proceed to **sudden death penalty kicks**. 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.

OFFSIDE

There is no offside.

KICK-OFF

At kick-offs the opposition must stay at least five yards from the ball in their half of the field. The kick-off must be played forward.

Kick offs are INDIRECT. A goal cannot be scored directly from the kick-off. All other free kicks are direct.

GOALKEEPERS

The designated goalkeeper on each side may handle the ball but only in their designated penalty box. A goalkeeper can catch one pass back to a teammate per possession. If the opposing team touches the ball it can again be played back to the goalkeeper. The goalkeeper can play outside the goal box but cannot handle the ball outside of the area.

After a goalkeeper has collected a ball (caught and/or saved by hands or arms), the goalkeeper may release the ball and play the ball with the feet and body but cannot re-collect the ball until played by another player.

Goalkeepers must throw balls in for goal kicks. No punting is allowed. A direct kick from the center of midfield will result if a goalkeeper punts or takes a goal kick.

Goalkeepers may not throw the ball into the opposition's goal.

GOAL

A goal is scored when the ball crosses the goal line between the goal posts and crossbar providing the ball has not been improperly propelled or carried into the goal (i.e. by hands or arms) by the attacking team.

Goals cannot be scored directly from a kick-in, a goal kick, a kick-off, or goalkeeper's throw or punt/volley. The goalkeeper can score if the ball is placed on the ground and controlled with their feet.

After a goal is scored the game restarts with kick-off.

INBOUNDING THE BALL

Any player can execute the ball inbound, including the goalkeeper. A goal cannot be scored directly from a ball inbound.

The ball can be kicked OR thrown in:

Kick-in:

The ball must be stationary outside the field and the player taking the kick-in must have both feet on the ground and outside the field now ball is kicked.

The player taking the kick-in cannot perform a throw-in after placing the ball for a kick-in.

5 Second rule:

As soon as the player has control of the ball or placed the ball the player has 5 seconds to put the ball in play! If the player takes more than 5 seconds the ball will go to the other team (No time wasting!)

NO GOAL-KICKS

- Goalkeepers must throw the ball in place of goal kicks (referred to as a “goal clearance”).
- A direct free kick is awarded to the opposing team from the center of the halfway line if:
 - The goalkeeper takes more than 5 seconds to execute the goal clearance.
 - The goalkeeper executes the goal clearance with his feet.
- A goal cannot be scored directly off a goal clearance.
- In case the goalkeeper scores an own goal off a goal clearance, the goal is not valid, and a corner kick is awarded to the opposing team.

FIVE YARD RULE

At corner-kicks, free kicks, goal kicks and kick-ins/throw-ins the opposition must remain at least 5 yards from the ball until the kick has been taken.

At free kicks less than 5 yards from the defending goal line the defending team must retire onto the goal line.

CORNER-KICK

Corner-kicks are taken from within one yard of the corner mark on the side the ball passed over the goal line. The player taking the corner-kick cannot play the ball a second time until another player has made contact with it. If this happens, a free kick is awarded to the opponents from the place where the second kick occurred.

All opponents must be at least 5 yards from the corner until the ball is kicked.

Goals can be scored directly from a corner kick, but only against the opposing team.

FOULS AND MISCONDUCT

Fouls and misconduct are penalized as follows:

Direct Free Kick:

- (1) Tripping
- (2) Violent play (striking, kicking, pushing, foul and abusive language).
- (3) Handling (player other than goalkeeper uses the hands or arms to deliberately attempt to control the ball; goalkeeper cannot use hands outside defending goal box).
- (4) Ungentlemanly conduct (failure to retreat 5 yards from a free kick, failure to stay outside goal box at a goal-kick, deliberate time wasting.)
- (5) Commits any other offense, not previously mentioned, for which play is stopped to caution or dismiss a player.

Penalty Kick:

A penalty kick is awarded if a player commits any of the offenses inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

Disciplinary Sanctions:

The following card system applies for fouls and penalties:

- Yellow Card = Caution
- Two Yellow Cards = Red Card
- Red Card = Player Ejection from Game

If a player is ejected from a game, the player will be suspended for a minimum of 1 additional game(s) depending on the severity of the incident.

Referees will have discretionary powers in the case of serious misconduct to eject the player from the game or suspend the player from play for a prescribed period of time (e.g. 4 minutes, 6 minutes, one half).

Note: Sand Soccer is a game designed to encourage fair play and to reward skillful attacking. Negative play such as handling and fouling, in any part of the field, is punished by giving the offended team a good chance of scoring from the free kick/penalty shot.

FREE KICKS

There are only direct free kicks.

No players may form a wall in any case.

The player who received the foul must take the free kick unless seriously injured, in which case, the substitute does.

When taking a free kick, corner kick, or inbounds kick, a player may place the ball on the spot of the foul and make a small mound to elevate the ball's position.

Positioning of Players during Free Kicks

There will be no walls and opposing players must remain at least 5 yards away from the kicker. If the infraction is committed in the kicking team's defensive end of the field, no player may stand in the triangle formed by the ball and the two goalposts. Players of both teams will remain outside of this zone (and 5 yards from the ball) until the kick is taken.

If the infraction is committed in the kicking team's offensive end of the field, players of both teams must position themselves behind, or on the same line as the ball placed at the point of where the foul was committed.

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

PENALTY KICK

A penalty kick is awarded against a team that commits a foul inside its own penalty area while the ball is in play. The player taking the penalty kick must be the player who was fouled, unless seriously injured, in which case, the substitute does.

The ball is placed at the center of the penalty area line (approximately 10 yards) and must be stationary before the kick can be taken. Players other than the kicker and defending goalkeeper must be located outside the penalty area and 5 yards behind or to the side of the ball.

The shooter may not play the ball a second time until it has touched another player.

POINT SYSTEM

Teams are awarded: 3 points for a win, 1 point for a tie, 0 points for a loss.

The team with the most points in a single division or group will win the division or group. In the event of a tie the following tiebreaker system shall apply to determine the standings:

- **Total Team Points**

Tie-breakers:

- **Head to Head Competition** (This criterion is not used if more than two teams are tied)
- **Goal Differential:** (maximum differential of 5 goals per game will account for this difference). All game scores are recorded with a maximum 5 goal differential.
- **Goals Against**
- **Goals For**
- **Most Shutouts**
- **Coin Flip**

If a team **forfeits** a game, the opposing team will be awarded with a win (+3 pts), one goal scored, and zero goals against. The forfeiting team will be given a 0-3 loss and (-3) pts.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- Reschedule any game(s)
- Change the duration of any game(s)
- Cancel any game(s)

In cases of severe weather conditions before play, the Tournament Committee may reduce the length of the game. Should a game in progress be stopped due to weather conditions and cannot be continued, the score at the time of the stoppage will stand.

SPORTSMANSHIP

Players, coaches and spectators are always expected to act in the nature of good sportsmanship. Verbal or other abuse of referees or tournament officials will not be tolerated. Any indication of such behavior by a coach or parent will result in immediate removal from the Tournament site. **We are all here to play soccer and have fun!**

PROTESTS

- All decisions made by the Tournament Committee will be final.
- **NO PROTESTS** will be considered or allowed.
- If the Tournament Rules appear to be violated, the matter may be brought to the attention of the Tournament Committee for the final resolution.

DISMISSAL FROM THE TOURNAMENT

The result of a coach, parent, or team fan involved in any type of physical or verbal confrontation with other spectators, referees and/or league officials will automatically disqualify **their entire team** from the tournament.

REFUND POLICY

There is a \$75 administrative fee included in the team entry fee. This fee is non-refundable if ALL GAMES are cancelled due to severe weather or facility closure. In all other instances the full tournament fee is non-refundable.

Any questions regarding the rules of the tournament should be directed to a Rough Riders Tournament Director before the game.

For all rules not listed above please review FIFA Beach Soccer Laws of the Game.

The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.