



Carolina Sand Blast Beach Soccer Tournament Rules

Eligibility: U08 – U18 USYS, US Club Soccer, all other USSF affiliated teams and open players.

Number of Games: Each team will play a minimum of three (3) games; weather/standings permitting.

Rosters: Format is 4v4 with max roster of 8 per team. Players may not dual-roster. Minimum 3 required to start a game.

Game Duration: Three equal 10 minute periods with 5 minute break between periods. Switch sides each period. No time-outs; no injury time. Referee keeps the official time. Games may be shortened by the Tournament Committee to maintain the schedule and in event of inclement weather

Off-Sides: There are no off-sides.

SCORING: No direct kick can be scored from your own side of the field. The ball must be on half-field line or beyond the line of your opponent when shot in order for a goal to be counted unless it is indirect. If ball is unintentionally deflected into the net by defending team from a shot or pass originating from the other half, then the ball is indirect and goal will count. If the ball enters the net directly from the shooting team's own side of the field without being touched by another player, the goal will not be counted and possession will go the defending team at half field.

GOALKEEPERS: No traditional keeper! No hands may be used. However any player may prevent the ball from scoring.

THE REFEREE: One referee per field. Referee is primarily at half-field to call valid shots on goal but may "float" where needed.

UNIFORMS / EQUIPMENT: Teams must wear shirts of the same color. For boys' division, one team may play without shirts only if the opponent is in agreement. In cases where both teams' shirt colors are the same, home team must wear pinnies or change shirts. Like-colored sports bras/ tank tops are acceptable for girls.

Acceptable FOOTWEAR: Bare feet, taped bare feet, socks or rubber socks

NOT Acceptable FOOTWEAR: Neoprene w/ hard soles or shoes.

GOAL KICKS - Because there is no 6-yard box, goal kicks will be taken on/from behind the goal line.

KICKOFFS, RESTARTS & FREE KICKS: After a goal is scored, a team has 2 options to re-start play; 1) quick re-start (NO WHISTLE REQUIRED) may begin immediately from anywhere on team's own half of field if desired, 2) the team may also request to begin from center field as normal kick-off. All kick-offs are direct. "Kick-ins" (there are no throw-ins) from the sidelines are also direct when at half field (or closer) to the opponents goal. Goals can be scored from center-field kick-off and from kick-in-bounds if at half-field or closer to the opposing goal. Opposing player walls must be 10 feet (judged by the referee) away. Encroachment on restarts by a defending player is not allowed. The first offense receives a warning. A yellow card will result thereafter at the referee's discretion. Free kicks involving headers (in divisions U11 and under) will taken from the spot of the offense, unless within 10' of the goal in which case a penalty kick will be awarded from half-field.

Fighting/intimidating/provocative behavior: ZERO-TOLERANCE. Those involved will be red carded at the referees' discretion and suspended from the tournament. This includes anyone from the bench or sidelines who joins in. NO EXCEPTIONS. Team manager/coach will be notified & warned that if problem persists then the entire team may forfeit the match and may result in ejection from the tournament. State Parks has jurisdiction; any concerns may be reported to the State Park Rangers, the Ranger office, the tournament officials and tournament staff.

FOULS & Penalty Kicks: Players committing fouls will be yellow carded and may be asked to leave the field for two minutes resulting in their team playing short a player. This rule is enforced at the referee's discretion. More serious fouls, or a second yellow card, may result in a red card. The red-carded player is removed from that game, and the next game.

Fouls committed within 5 feet of the goal line will be moved back to 10 feet away, unless it is a Penalty Kick. A penalty kick is awarded if the foul is committed within 10 feet of the goal or prohibits a clear goal scoring opportunity (for example, a tackle from behind on a break-away, hand ball, etc., or if the foul is in the attacking half-field and is flagrant, or if the ball is headed within 10' of the goal (U11 and under). An open-net penalty kick from half-field will be awarded at the discretion of the referee. There are no walls in the case of penalty kicks. All players remain off the field. Ball is dead once it has stopped.

Header Rule (U11 and under): Players in 11-U programs and younger shall not engage in heading. *When a player deliberately heads the ball in a game, a free kick will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area (within 10' approx.), a penalty kick will be awarded from half-field.*

NO SLIDE TACKLING: At no time is a player allowed to leave his/her feet (slide tackling) when attempting to take the ball away from an opponent, or when battling for a loose ball. Players can slide only to **1) SCORE;** **2) save the ball from going in your own goal,** **3) save the ball from going out of bounds,** and only if no opponent is within playing distance of the ball to endanger that player by the slide. First offense is warning and free kick permitted from the spot of the offense. Second offense is Yellow Card and Penalty Kick is awarded. Third offense Red Card and Penalty Kick is awarded.

Inclement Weather: The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

- Reschedule a match
- Change a division structure
- Reduce scheduled duration of a match
- Cancel a match or Cancel the tournament

Refunds: There will be no refunds if the tournament event is cancelled in whole or in part. Once your entry fee is received, it is non-refundable except if your team is not accepted.

Field Dimensions: The field of play is roughly 45'x 90' for U8-U10 Divisions, 60'x 100' for older divisions. Field size depends on number of age divisions and scheduling, and available space on beach to fit fields. There are no 6yd' or 18yd boxes; goal area is defined by approximately 10' around the goal. The goals are smaller than regulation. Ropes lines will identify boundary, Cones will identify half-field line.

SUBSTITUTIONS There are unlimited substitutions. Substitutions can be made "on the fly" (at any time), but the exiting player must leave the field before the substitute may enter. Players must enter and leave the field at their half line, unless the player coming off is injured.

Protest: There will be no protests of referee decisions. All officiating decisions are final.

Sideline Behavior: Only coaches and players from both teams may sit on the same side of the field closest to the sand dune. Spectators are only allowed on the opposite side (ocean side) of the field from the coaches and players or at the end of the fields 1 and fields 11 & 12. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated and may result in action being taken against the entire team.

Send-offs: If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match.

Alcoholic Beverages: There are **NO** Alcoholic beverages are allowed in the state park or the parking lot. **NO** smoking within the tournament area or upwind from the field of play to interfere with the players, spectators, and enjoyment of the event. Noncompliance may result in team(s) forfeiting that game or continued offense may be asked to leave the tournament.

Tournament Point System to be used except in divisions where there is a championship game

- Win = 3 points
- Tie = 1 point
- Loss = 0 points
- Forfeit = 6 points
- Goals – 1 point per goal up to 3

Scores & Team Standings: Teams with the same number of Game Points, using the scoring method above, shall determine their place by head-to-head. In the event of a tie, then Total Points, then goal scoring differential (points scored minus points allowed). If still tied, then goals for, then least goals allowed, then # total shut-outs. The maximum goal differential allowed for each game is 3 pts, regardless of actual number of goals. (*Example: A victory of 6-1 will give a team 3 bonus points*).

Championship overtime & Tie-break Rules- If a championship game or playoff game is tied after regulation time, two equal 5 minute halves will be played until a goal is scored declaring the winner (Golden Goal). If the score remains tied after the two overtime periods, proceed to shoot-out. Best of 5 goals wins the game. If still tied, continue with shoot-out with 5 different players, Golden Goal applies shooting 1 and 1 for each team. If 2 or more teams are tied in points going into a playoff round, a special shoot-out will be played to declare a winner so one team can advance.