Carolina Sand Blast Beach Soccer Tournament Rules

Fighting / intimidating / provocative behavior or language:

The nature of beach soccer involves close physical play. Contact will occur. However, have a *ZERO-TOLERANCE*. For fighting and unsportsmanlike conduct. Those involved (players, coaches, spectators) 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.**

The team manager/coach will be notified & warned that if problem persists, at which time the entire team may forfeit the match and/or possible removal from the tournament. NC State Parks has jurisdiction of the beach area. Any concerns may be reported to the State Park Rangers, the Ranger office, the tournament officials at HQ Tent and tournament staff.

Sideline Behavior:

Only coaches and players from each team during their game 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 which may interfere/distract the players. 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 2nd yellow card during the tournament, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are not allowed to sit on the bench during their team's next game. 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 & Smoking:

State Park Rules include **NO** Alcoholic beverages allowed in the state park or the parking lot. **NO** smoking within the tournament field area or upwind from the field of play which may interfere with the players' breathing, spectators, and enjoyment of the event. Smoking may be done off-beach / restrooms / parking lot. Noncompliance may result in team(s) forfeiting that game or continued offense may be asked to leave the tournament.

Eligibility

U08 – U18 USYS, US Club Soccer, and 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 players on each team required to start a game. If a team does not have the minimum number, a 10 Minute Grace Period from the scheduled game time will be allowed, otherwise the team with at least 3 on the field ready to start wins by forfeit.

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, or due to inclement weather

Off-Sides

There are no off-sides at any time, even at kick-off or any restart of play.

Scoring

No direct kick can be scored from your own side of the field. The ball must be on the half field line, even with or past the center cones on the opposing teams side when kicked in order for a goal to be counted… unless it is indirect. If ball is deflected by the defending team, even if kicked from the offensive side of field, then the ball is indirect, and goal will count. If the ball enters the net directly from the offensive 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.

Goalkeeper

There are no traditional keepers. No hands may be used by any player. However, any player on the field may prevent the ball from scoring from anywhere outside of the goal.

Referee

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

Uniforms / Equipment:

Each team must wear shirts of the same color of their own team mates to be consistent. 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. Athletic shorts or spandex bottoms, no small bikini (thongs) that are revealing or causing distraction will be allowed.

Acceptable Footwear:

Bare feet, taped bare feet, socks or rubber socks. NO neoprene with hard soles or shoes.

Goal Kicks:

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

Kickoff, Restart, & Fee Kicks:

Kick-off: After a goal is scored, a team has 2 options to re-start play; 1) QUICK RESTART: (NO WHISTLE REQUIRED) and may begin *immediately* from anywhere on team's own half. OR 2) TRADITIONAL START: Team may also request to begin from center field as normal kick-off. All kick-offs are direct. Goals can be scored from center-field kick-off

"Kick-ins": To restart play when kicked-out of a sideline (there are no throw-ins). These are also direct when at half field (on opponent's side of field). Opposing player "walls" must be 10 feet away from restart (judged by the referee). 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 (typically 5th Grade), will be taken from the spot of the offense. If the header occurs within 10' of the goal, as with any foul within the 10' goal area, a penalty kick will be awarded from half-field. This is taken between the cones, open goal, one shot, no follow-up. The ball is dead when either a goal is scored or stops, then opposing team has possession for any restart.

Fouls & Penalty Kicks:

Players committing fouls will be issued a yellow card 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.

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 which could 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.

Header Rule (U11 and under / 5th Grade and below):

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.*

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.

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 40'x 75' for U8-U10 Divisions, 50'x 80' 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.

Protest:

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

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

- Win = 3 Game Points
- Tie = 1 Game Point
- Loss = 0 Game Point
- Forfeit = 3 Game Points + 1 Goal point (4 Total)
- Goals = 1 Goal Point per goal up to max 3 points

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 Game Points + Goal 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 the winning team 3 Game Points for the win, and only 3 Goal Points).*

Championship, Overtime & Tie-break Rules:

If a championship game (or playoff game) is tied after regulation time, teams will then play ONE minute overtime until the first goal is scored (Golden Goal Rule) declaring that team the winner. If teams are still tied at end of first 5-minute overtime, teams will immediately switch sides and play a second 5-minute overtime, until the first goal is scored (Golden Goal Rule), declaring that team the winner.

If the score remains tied after the two overtime periods, teams proceed to a shoot-out. The 4 players from each team who were on the field at the end of overtime will shoot first. Each team will alternate plyers to take turns shooting on open goal. The best of 4 goals wins the game. If still tied after round-one, continue to round-two with the next group of players in rotation on each team, however, first team to miss loses, unless first team does not score on first try; giving second team opportunity to shoot and tie. If first team misses and 2nd team scores, winner is declared.

If 2 or more teams are tied in all tie-breaking criteria above going into a playoff round, a special shoot-out will be played to declare a winner so one team can advance.