



TOURNAMENT FORMAT & RULES

GENERAL

Tournament Committee or any sponsors of the tournament shall not be responsible for expenses incurred by a team or club if tournament is canceled in whole or in part. All decisions of the referee are final and binding. The Tournament reserves the right to decide on all matters relative to the tournament and all decisions are final.

NO PROTESTS ARE ALLOWED

In the event of inclement weather; the Tournament Committee may reschedule a match, change division structure, reduce match duration or cancel a match.

REFUNDS/CANCELLATION

Refunds will be made to all teams not accepted. To receive a full refund (* less \$100.00 administrative Fee), teams must request withdrawal in writing via e-mail to hawwaisandsoccer@hotmail.com prior to midnight on Aug. 15th, 2010. Teams that drop after this date will forfeit their entire entry fee.

Once the tournament begins it is up to the sole discretion of the Tournament Director and Committee to determine what, if any of the registration fees will be refunded.

1. GAME PLAY

Teams will play in groups of a round-robin knockout format. All teams will be divided into groups of varying numbers depending on the total number of teams in each group. -Each game has two 20-minute periods with 2 minute breaks in between

2. WINNERS

Only the top 2 Teams of each group will advance to the final games.

3. POINTS

Win= 6 Points, Tie= 3 Point, Loss= 0 Points, Shut out = 1 Point, 0-0 Tie = 4 Points
1 Point for each goal scored (up to 3 goals, and -1 Point for player/coach RED CARD.

4. TIE BREAKER

4.1. Ties in preliminary games will remain a tie. For quarter-final, semi-final and final matches, ties will be resolved in the following order:

4.2. One 3 minute "golden goal" overtime in which the winner shall be the first team to score a goal.

4.3. Penalty Kicks Shootout. First round to consist of five players from each team kicking. Any players may kick. A minimum of one female player must kick in the first round of all Coed divisions. If tied after first round, kicks shall be taken one for one. Players cannot repeat until all eligible players have kicked

5. PLAYOFFS & FINAL MATCHES

- 5.1. If it is found that unregistered players played in any of your games at any point in the Tournament, your team will be immediately disqualified with no refund provided.
- 5.2. Please see the Score Board following round-robin play to determine the final play-off schedule. Times of final games are subject to change due to required shoot-outs, overtimes and length of other playoff games.
- 5.3. If a final game is tied following regulation time, two 2-minute periods will be played with no break in between.
- 5.4. No GOLDEN GOAL rule will be implemented during play-off overtime periods. That is, the full 2 overtime periods will be played to determine a winner.
- 5.5. If the game is tied following overtime, each team will take a series of 5 penalty shots. Any player on or off the field may be designated to take a penalty kick. However, no player may take more than one penalty kick until each player on the team has taken one.
- 5.6. If the game remains tied after the series of 5 penalty kicks, sudden death penalty kicks will be taken until a winner is determined. Only one Goalkeeper can be in goal during penalty shootouts.

6. THE AREA OF PLAY, THE GOALS & THE BALL

- 6.1 **Field Size:** for Youth players are 25X35 yards and 30x40 yards for Adults.
- 6.2 **Penalty Box:** spans a rectangular area of 9 yards X 25-30 yards. Four cones (or flags) will mark this area placed along the sidelines, 9 yards away from each corner.
- 6.3 **Corners:** will be marked with a cone (or flag). A 1-yard quadrant forms the corner area. A cone (or flag) will be placed on each sideline at midfield to mark the halfway line.
- 6.4 **Goal Size:** Adult Goals are 7' feet tall X 14' feet wide. Goals are aluminum construction and anchored/secured to the sand at the baselines with sandbags.
- 6.5 **Game Ball:** The Official Hawaii Sand Soccer Championships Game Ball will be used for all divisions. No other balls may be used. The referee shall stop the game and the clock, and replace any ball showing signs of deformity. Dropping the replacement ball at the center of the court restarts the game.

7. TEAM FORMATION, ROSTERS & SUBSTITUTIONS

- 7.1 **The Game:** is played by two teams of 5 players on each team, one of who is the goalkeeper.
Roster Form: The Tournament recommends a minimum of seven (7). Once you submit your final roster form at Check-In, no additions, substitutions or deletions can be made after that time. If your team is found to be playing unregistered players at any time during the Tournament, your team will be immediately disqualified with no refund provided.
Coed: Coed division require (3) female players of which (2) female players must be on the field at all times.
- 7.2 **Substitutions:** are made on the fly. The substitute can enter the field ONLY after the player who is being substituted has completely exited the field of play. If this rule is broken: the team substituting will be charged with too many players on the field. The opposing team will be awarded a DIRECT free-kick taken from the halfway line (the kick-off spot).
- 7.4 **Goalkeeper Substitution:** A goalkeeper can 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 proper referee notification.
- 7.3 **Minimum Players:** The minimum number of players on the field for any given team shall be 4. If your team cannot field 4 players, you will automatically forfeit the game 3-0.
- 7.4 **No referee:** If no referee is present within ten (10) minutes of the scheduled start time, the game will be rescheduled unless both teams agree to proceed. If the game proceeds, the score shall stand as played without protest.

8. OUT OF PLAY & SCORING A GOAL

- 8.1 **Out of Play:** The ball is considered out of play when it completely crosses over the goal line (except when the ball passes between the goal posts and under the cross bar and a goal is scored) or over the side lines.
- 8.2 **Scoring a Goal:** takes place when the ball entirely crosses over the goal line, in the air or on the ground, between the goal posts and under the crossbar. After a goal is scored, the game will restart from the center circle at the halfway point of the field (kick-off).

9. GOAL-KICKS

- 9.1** When a player from the attacking team passes the ball over the goal line (except when a goal is scored), only the goal-keeper can re-start the game. Goal-Kicks can be with a ***kick or a throw*** anywhere within the penalty box area. The keeper may throw or kick ***the ball past the halfway*** line during such distribution. All Goal-Kicks are **INDIRECT**.
- 9.2** The Goal-Keeper may not leave the penalty area during a Goal-Kick. I.e., the goal-keeper may not dribble the ball outside the penalty area and subsequently play the ball (the ball has to be still when distributing with the feet). If throwing the ball, keeper may not do so outside the penalty area. If these rules are broken, the opposing team will be awarded a **DIRECT** Free-Kick taken from the halfway line (the kick-off spot).
- 9.3** The goal-keeper is given 5 seconds when the ball is returned to the field to put the ball into play. If this time rule is broken, the opposing team will be awarded a **DIRECT** Free-Kick taken from the halfway line (the kick-off spot).
- 9.4** Opponents must remain 5 yards or more away from the goal-keeper during the entire throw or kick during the keeper's first touch of the ball.
- 9.5** There are no rules about the ball having to exit the penalty area before it can be played. Any player may play the ball once the goalkeeper has touched and moved the ball with his/her feet or hands

10. KICK-INS, THROW-INS & CORNER-KICKS

- 10.1 Kick-Ins & Throw-Ins:** When a player touches the ball over the sideline, the opposite team will be awarded an **INDIRECT KICK-IN or THROW-IN**. A player can choose to kick or throw the ball back into play. A goal **CANNOT** be scored directly on a Kick-In or Throw-In (has to touch another player first). Opponents must remain 5 yards or more away from the kicker/thrower during the Kick-In or Throw-In.
- 10.2** The ball is placed on the sideline where the ball was sent out and kicked on the ground/in the air or thrown back into play.
- 10.3** The kicker cannot be the first player to touch the ball following the Kick-In or Throw-In. The player taking the Kick-In or Throw-In will have 5 seconds (when the ball is returned to the field) to put the ball into play. If this time rule is broken an **INDIRECT** Free-Kick will be awarded to the opposing team from the same location of the infraction.
- 10.4 Corner Kicks:** A Corner-Kick is **DIRECT** and given when a player of the defensive team touches the ball over their goal line (except when a goal is scored).
- 10.5** A Corner-Kick must be taken from within 1 yard of the corner cone (or flag).
- 10.6** Opponents must remain 5 yards or more away from the kicker during a Corner-Kick. The player taking the Corner-Kick will have 5 seconds when the ball is returned to the field to put the ball into play. If this time rule is broken, the Corner-Kick will ***revert to a Goal-Kick for the opposing team.***

11. KICK-OFFS, FREE-KICKS & PENALTY-KICKS

- 11.1 Kick-Offs:** **INDIRECT**. Wall allowed.
- 11.2 Free-Kicks:** All Free-Kicks are **DIRECT!** **NO WALL** allowed. The kicker will have 5 seconds when the ball is returned to the field and referee has signaled to shoot to take the direct Free-Kick. If this time rule is broken the direct Free-Kick will be reverted to a direct Free-Kick to the **opposing** team from the same location of the infraction. A direct Free-Kick must be taken by the player who was fouled. Opposing players must remain at least five (5) yards away from the kicker.

Example Positioning of Players during DIRECT Free-Kicks – Defensive

• If a foul is committed in the **FOULING** team's **DEFENSIVE HALF** of the field, a **DIRECT** Free-Kick is awarded to the **KICKING TEAM**. Players of **BOTH** teams must position themselves **BEHIND**, or on the same line as the Game Ball, which is placed on the spot of the foul on the Infraction line. No player may cross the Infraction line until the **DIRECT** Free-Kick is taken. (Please See Diagram 1).

Example Positioning of Players during DIRECT Free-Kicks – Offensive Half

If a foul is committed in the **FOULING** team's **OFFENSIVE HALF** of the field, a **DIRECT** Free-Kick is awarded to the **KICKING TEAM**. A **NO MAN'S ZONE** will be established from the spot of the foul to each of the goal posts on the **FOULING** team. No player may enter the **NO MAN'S ZONE** until the **DIRECT** Free-Kick is taken. (Please See Diagram 2).

There will be **NO WALLS** allowed and opposing players must remain at least five (5) yards away from the kicker.

When taking a **DIRECT** Free-Kick, Corner Kick, Kick-In, Kick-Off or Penalty-Kick, a player may make a

small mound of sand to elevate the ball's position.

-A player who takes a DIRECT Free-Kick, or puts the ball into play, may not touch the ball twice consecutively. Breaking this rule will result in a DIRECT Free-Kick at the point of infraction for the opposing team.

NOTE: The above concept is meant to discourage fouls in the defensive end by awarding basically undefended (except for goalkeeper) DIRECT Free-Kicks.

11.3 Infractions during DIRECT Free-Kicks: If any irregularity occurs when a DIRECT Free-Kick is being taken, the following will apply:

-If the irregularity is committed by the team taking the DIRECT Free-Kick and the goal is scored, the shot will be repeated.

-If the irregularity is committed by the infringing team, the DIRECT Free-Kick will be repeated unless a goal was scored, in which case, the goal will stand.

11.4 Penalty Kicks: A Penalty-Kick will be given when a foul is committed by a player inside the penalty box of the infringing team. The Penalty-Kick must be taken by the player who was fouled and done in one continuous movement.

11.5 When defending on a Penalty-Kick, goal-keepers must stay on their goal line until the shot is taken. However, as per new FIFA rule (July 1, 1997), they may move their feet. If the goalie breaks this rule, the Penalty-Kick will be re-taken. If the goalie breaks the rule a third time during a game, the goal-keeper will be assessed a red card.

11.6 If an irregularity is committed by the team taking the Penalty-Kick and the goal is scored, the Penalty-Kick 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.

12. OFFSIDES

There are none

13. GOAL-KEEPERS & PASS-BACKS

13.1 Goal-Keepers: may pick-up the ball with their hands anywhere in the penalty box (9 yards long X 25-30 yards wide).

13.2 When goal-keepers gain control of the ball inside the penalty box with either their hands or their feet, they may throw the ball back into play or kick it back into play. Punting is allowed.

13.3 The goal-keeper may leave the penalty box during such distribution. I.e., the goal-keeper may drop the ball, dribble outside of the penalty area and subsequently play the ball with his/her feet.

13.4 Goal-keepers cannot score a goal for their own team using their hands. However, if they have gained control of the ball with their **FEET**, they are free to kick the ball any distance and score.

13.5 If a goal-keeper brings a ball under control with his/her **HANDS** and then drops and rolls the ball along the ground, he/she is free to kick the ball any distance and score. However, the goal-keeper is not permitted to pick the ball up again with his/her hands.. If the goalie breaks this rule, the opposing team will be awarded a DIRECT Free-Kick taken from the halfway line (the kick-off spot).

As per rule, Goal-Keepers are responsible for all Goal-Kicks. When the attacking team touches the ball over the goal line and out of play, the keeper is given 5 seconds to either kick (placed on the ground) or throw the ball back into play from anywhere within the penalty box. If the goalie breaks this rule, the opposing team will be awarded a DIRECT Free-Kick taken from the halfway line (the kick-off spot).

13.6 Pass-Backs: Goal-Keepers are allowed to touch the ball with their hands on pass-backs with the feet from their teammates, but not twice in a row in one possession. Pass-backs with the head or chest can be done unlimited. If the Goal-Keeper is **OUTSIDE** or **INSIDE** of his/her penalty box and the ball is passed back by any player, the Goal-Keeper is free to kick the ball any distance in the air or on the ground without the ball having to touch any other player or the ground and score.

14. PLAYER EQUIPMENT

14.1 Foot Wear: No shoes, cleats or shin guards of any kind are allowed, except thin neoprene socks with no hard rubber sole. Players can play either bare foot, with socks or athletic tape around their feet.

14.2 Hats: No hard peaked caps or hats will be permitted. No jewelry of any kind is allowed. This includes watches, earrings, etc. No players with casts, air-splints, or metal splints of any kind will be allowed to participate.

14.3 Protective Eyewear: Special sports goggles are permitted, but regular eye glasses and sun glasses are not allowed.

15. STARTING THE GAME

15.1 Arrival at the Field: Arrive at least 15 minutes prior to your game start time.

15.2 Home Team/Away Team: Designations of Home Team/Away Team are pre-determined by the Tournament. The Home Team for each game is listed first in the schedule of play. I.e., Home Team vs. Away Team

15.3 Home Team: will kick-off. The opposing team may make a wall. Kick-Offs are treated as INDIRECT

Free-Kicks

15.4 Away Team: will choose which end they want to defend in the first half.

16. FOULS

16.1 A direct free kick will be taken by the opposing team from the place the infringement if a player commits any of the infractions listed below. Kick and grab an opponent – Push or obstruct an opponent. Touch the ball intentionally with the hand or arm except for the Goal Kicker in the penalty box. Touch the ball intentionally with the hand or arm except for Goal-Keeper in the penalty box. Commit a grievous act against the beach soccer attitude such as spit on, strike or curse another player, volunteer, referee or organizer.

16.2 Free-Kicks: will be considered **DIRECT** Free-Kicks. I.e., the kicker is permitted to score **DIRECTLY** on his/her first touch. However, the kicker cannot be the first player to touch the ball following the Free-Kick.

16.3 Free-Kicks: When a Free-Kick is being taken, there will be **NO WALL allowed**. No player can position him/her closer than 5 yards from the kicker (and the ball).

16.4 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.

16.5 Penalty-Kicks: will be given when a foul is committed by a player in his/her own team's penalty box. The Penalty-Kick is a **DIRECT** kick taken at 9 yards distance from the center of the goal with the ball placed on the penalty box line. No players are permitted in the penalty box until the ball is kicked and moved.

17. YELLOW & RED CARDS

17.1 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, Kick-Off, Corner-Kick, Kick-In or delays the game.

17.2 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 -Uses offensive, insulting or abusive language

17.3 Red Card Penalties: The player shall be sent off the field without being able to reenter the game.

The team receiving a Red Card will not be permitted to substitute for the expelled player. Red Cards may also be issued to coaches, managers and spectators without caution for a particularly violent or abusive assault on a player, referee, spectator or Tournament representative. A Red Card means automatic expulsion for a minimum of one (1) game. The referee will report the reason why the player was ejected to the Tournament Committee. Red Card offenses will be reviewed by the Tournament organizers to determine appropriate action.

18. UNSPORTSMANLIKE BEHAVIOR OFF THE FIELD:

If a substitute player, coach or team representative commits a serious aggression, or offends any spectator or participant of the game (i.e., the referee, players, members of the Tournament Committee), the referee shall show him/her a Red Card. He/she shall be sent out of the competition area immediately. 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 from the halfway line (the Kick-Off spot).

19. TOURNAMENT RIGHTS:

The Hawaii Sand Soccer Championships reserves the right to disqualify teams, coaches, managers, or spectators from the Tournament site for inappropriate behavior, i.e., swearing, threats, violent acts, etc. The Tournament **ALSO** reserves the right to alter rules at any time in the interests of improving or clarifying the game.