



2016

Copa Cabana Beach Soccer Laws of the Game





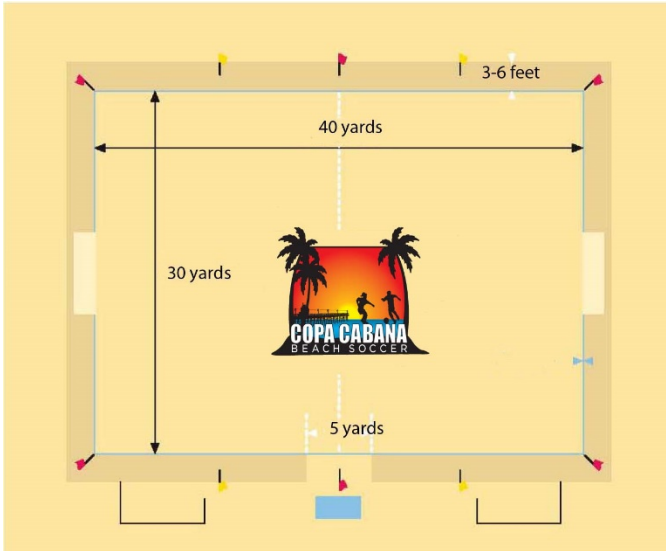
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LAW-1 THE PITCH

Pitch Surface

The surface is composed of sand.



Pitch Markings

The field of play must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries.

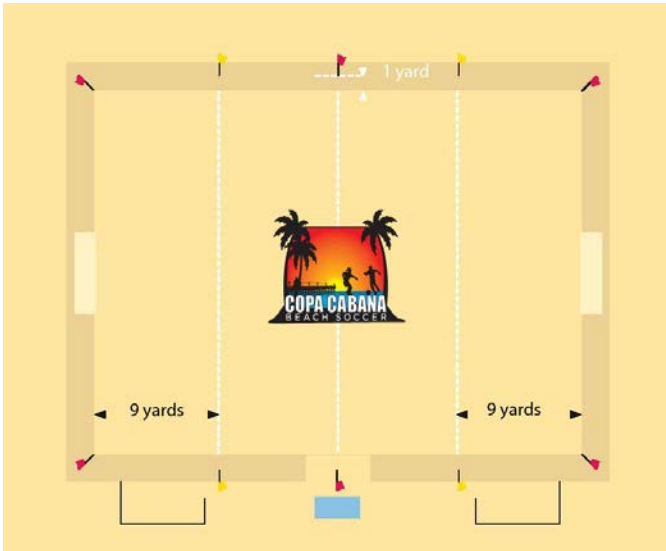
The two longer boundary lines are called touch lines.

The two shorter lines are called goal lines, although there is no line between the goalposts.

The field of play is divided into two halves by an imaginary halfway line marked by two red flags located outside the pitch.



The middle of this imaginary line is the exact position for the kick-off and certain free kicks.



Dimensions

The touch line must be longer than the goal line.

Length (touch line): 40 Yards

Width (goal line): 30 Yards

Youth field dimensions may be smaller than the standard.

All lines are 5/8 inch diameter braided and are made of color to contrast with the sand. The line must be flexible and hard-wearing but not harm the players' feet. These lines must be firmly anchored to the sand at each corner.

The penalty area

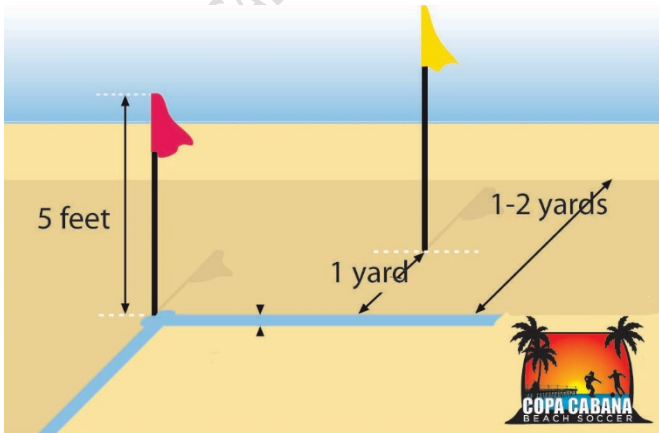


The penalty area is the area between the goal line and an imaginary parallel line joining both touch lines at a distance of 9m from the goal line and marked by two yellow flags placed next to each touch line outside the pitch.

The imaginary penalty mark is located in the middle of the penalty area line, equidistant from each goal post

Flags

Each corner is marked with a pole with a blunt end and a red flag made of pliable, durable, weatherproof plastic. A yellow flag is placed at each end of the imaginary lines marking the penalty area and two red flags at each side of the halfway line, all of which are securely anchored at a distance of 1 yard outside the touch lines. The flagpoles must be at least 15 feet high.



Substitution Zone



The substitution zone is the area on the touch line where the players enter and leave the pitch.

It is situated in front of the timekeeper's table and measures a total of 5yards with 2yards on either side of the point where the halfway line joins the touch line. The teams' benches are placed behind the touch lines in such a way that the substitution zone is kept clear.

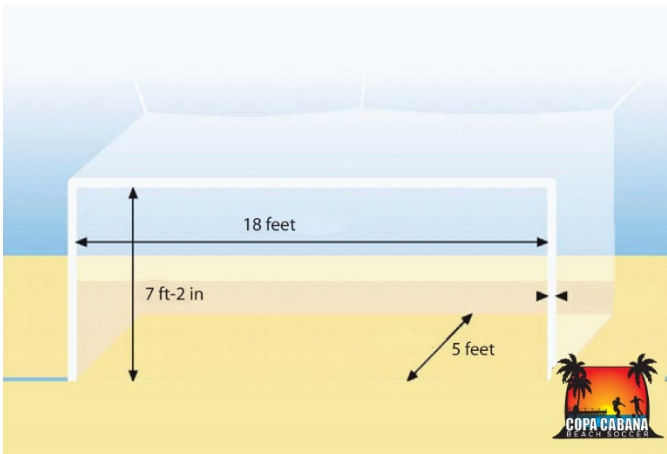
Goals

The goals are placed in the middle of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is 18ft and the distance from the lower edge of the crossbar to the ground is 7ft-2in.

The posts and crossbar have the same width and thickness of not less than and are painted in a color contrasting with the sand.

The nets, made of nylon, are attached to the back of the posts and crossbar.



Safety

The pitch is surrounded by a safety zone perimeter measuring 3ft to 6ft wide.

The goals may be portable but they must be anchored or weighted down securely to the ground during play.

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LAW-2 THE BALL

Qualities and Measurements

- is spherical;
- is made of vinyl or another suitable material that is crush-proof and resistant to water and abrasion;
- has a circumference of not less than 68 cm and not more than 70 cm;
- weighs not less than 400 grams and not more than 440 grams at the start of the match;
- has a pressure equal to 0.4–0.6 atmospheres at sea level



Replacement of a defective ball

If the ball bursts or becomes defective during the course of a match play is stopped;

The match is restarted in accordance with the provisions of Law 8.

If the ball bursts or is damaged while not in play (at a kick-off, goal kick, corner kick, free kick, penalty kick or ball inbound):



Play is restarted by retaking the kick if the ball bursts or becomes defective while a free kick or a kick from the penalty mark is being taken and does not touch the goalposts, the crossbar or a player, and no infringement is committed.

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LAW-3 THE NUMBER OF PLAYERS

A match is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper.

A match may not start if either team consists of fewer than three players

If, as the result of a sending-off or injury, fewer than three players (including the goalkeeper) are left in either team, the match must be abandoned.

Up to a maximum of seven substitutes may be used in any match played in a Copa Cabana Sports competition.

The number of substitutions made during a match is unlimited.

A player who has been replaced may return to the pitch as a substitute for another player.

A substitution may be made at any time, whether the ball is in or out of play, as long as the following conditions are observed:

- The player wishing to enter the pitch signals his intention to do so
- The player being replaced leaves the pitch via the substitution zone;
- The player entering the pitch does so via the substitution zone but not until the player leaving the pitch has crossed the touch line completely;
- A substitute is subject to the authority and jurisdiction of the referees whether he is called upon to play or not;
- The substitution is complete when the substitute enters the pitch after the player leaving the pitch, at which point the substitute becomes an active player and the player he is replacing ceases to be one.



The stopwatch is not stopped while players are substituted.

Changing Goalkeepers

A goalkeeper may be substituted at any time. The stopwatch is not stopped while goalkeepers are substituted. A goalkeeper is considered a player until his replacement has entered the pitch, thus completing the substitution.

Any player may change places with the goalkeeper, providing:

- The referees are informed before the substitution takes place;
- The player wears a goalkeeper's shirt.

If, while a substitution is being made, a substitute enters the pitch or a player being substituted leaves the pitch via an area other than the substitution zone, or he infringes the substitution procedure, except in the case of injury or in connection with Law 4;

- play is stopped;
- the offending player is cautioned and ordered to leave the pitch to carry out the substitution procedure properly;

The match is restarted with a free kick to be taken by the opposing team from the imaginary point in the middle of the halfway line; if the ball was out of play, the match is restarted in accordance with the Laws of the Game.

Players and Substitutes sent off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.



A named substitute who has been send off, either before the kick-off or after play has started, may not be replaced.

A substitute may replace a send-off player and enter the pitch after two minutes of playing time have elapsed since the sending-off, provided that he has the authorisation of the time keeper or the third referee (assistant referees), unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

- If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth p[layer.
- If both teams are playing with four or three players and a goal is scored, both teams remain with the same number of players.
- If there are five players against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only.
- If the team that scores the goal is the one with the fewer players, the game continues without changing the number of players.



LAW-4 THE PLAYERS EQUIPMENT

Safety

A player must not use equipment or wear anything (including any kind of jewelry) that could be dangerous to himself or another player.

Undergarments

Players must not reveal undergarments showing political, religious, or personal slogans, images or statements, or any advertising other than the manufacturer's logo.

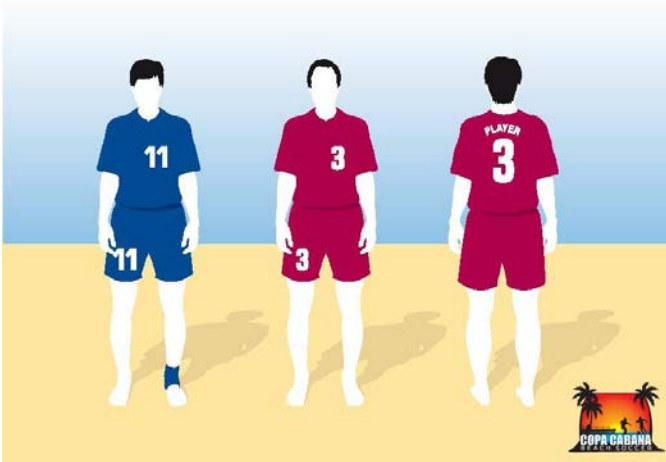
Players or teams revealing undergarments showing political, religious, or personal slogans, images or statements, or any advertising other than the manufacturer's logo shall be sanctioned by Copa Cabana Sports.

Basic Equipment

The basic compulsory equipment of a player comprises the following separate items:

- A jersey or shirt – if undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt;
- Shorts – if undershorts are worn, they must be the same main color as the shorts.

Footwear is not permitted. Elastic binding around the ankles or feet or approved sand socks and plastic spectacles may be worn for protection.



Jersey or shirt

The colors of the numbers must contrast clearly with the colors of the shirt.

For international matches, the number on the back must also appear on the front of the shirt or shorts in a smaller size.

Goalkeepers

The goalkeeper is permitted to wear long trousers.

Each goalkeeper must wear colors that distinguish him from the other players and the referees.



Offenses/Sanctions

For any other infringement of this Law:

- The player at fault is instructed by the referees to leave the pitch to correct his equipment or to obtain any missing item of equipment. If he has not been substituted, he may not return to the pitch until he has shown his outfit to one of the referees, including the third referee, who will judge whether the equipment is now correct. Either the referee or the second referee gives him permission to re-enter the pitch.

Restart of play

If the referees stop play to caution the offending player;

- Play is restarted with a free kick to be taken by a player of the opposing team from the imaginary point in the middle of the halfway line.



LAW-5 THE REFEREE AND THE SECOND REFEREE

The referees' authority

A match is controlled by two referees, who have the authority to enforce the Laws of the Game in connection with the match to which they have been appointed, from the moment they enter the facilities where the pitch is situated until they leave.

Reserve assistant referee

In tournaments or competitions where a reserve assistant referee is appointed, his role and duties must be in accordance with the provisions stipulated in the Beach Soccer Laws of the Game

Powers and duties

The referees:

- enforce the Laws of the Game
- allow play to continue if the team against which an offence has been committed stands to benefit from such an advantage, and punish the original offence if the anticipated advantage does not ensue at that time
- the referee provides the appropriate authorities with a match report that includes information on any disciplinary action taken against players or team officials as well as any other incidents that occur before, during or after the match
- the referee acts as timekeeper if the latter or third referee is not present
- the referee stops, suspends or terminates the match for any infringement of the Laws or as a result of any outside interference



- take disciplinary action against players guilty of offenses warranting a caution or sending-off
- take action against team officials who are guilty of misconduct and, if necessary, dismiss them from the pitch area without showing them a card
- ensure that no unauthorised persons enter the pitch
- interrupt play if a player is deemed to be wasting time
- stop the match if, in their opinion, a player is seriously injured, and ensure that the player is carried off the pitch
- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
- whistle to restart play with a free kick or penalty kick
- ensure that any balls used to meet the requirements of Law 2

Referee's Decision

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and result of the match, are final.

The referee and second referee may only change a decision if they realise that they have made a mistake or if they deem it necessary to do so, provided that play has not restarted or the match has not terminated.

Decisions



If the referee and second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalised, the decision of the referee will prevail.

Both the referee and second referee may caution or send off a player, but in the case of a disagreement between them, the referee's decision will prevail.

In the event of undue interference or improper conduct of the second referee, the referee will relieve the second referee of his duties, arrange for his replacement and submit a report to the appropriate authorities.

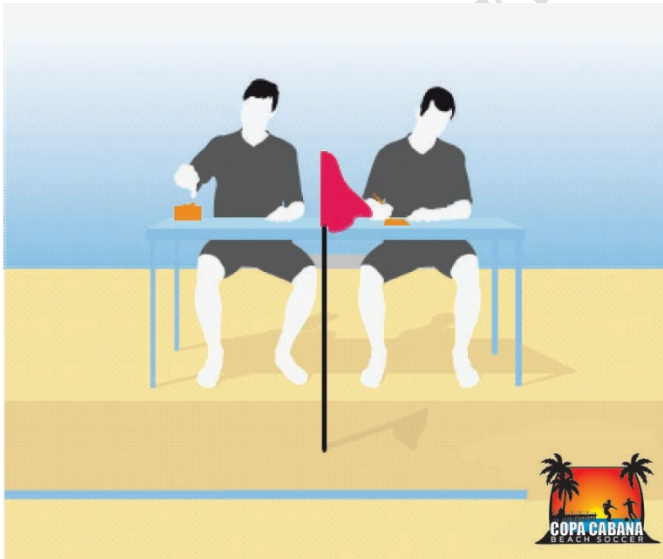
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LAWS-6 THE ASSISTANT REFEREES

Authority of the assistant referees

Two assistant referees may be appointed (a third referee and a timekeeper), who must perform their duties in accordance with the Beach Soccer Laws of the Game. They shall be positioned off the pitch, level with the imaginary halfway line and on the same side as the substitution zone. The timekeeper remains seated at the timekeeper's table, while the third referee may perform his duties either seated or standing up.



Powers and Duties

The third referee

The third referee assists the referees and timekeeper by:

- Keeping a record of stoppages in the game and the reasons for them;



- Ensuring that substitutions are correctly carried out and, by using a different whistle or acoustic signal from those used by the referees, indicating any infringement that has occurred during a substitution if the advantage rule cannot be applied;
- Making a note of the numbers of the players who score goals and in which minute of play;
- Recording the names and numbers of the players cautioned or sent off;
- Providing any other information relevant to the game;
- Monitoring the conduct of those persons seated on the substitutes' bench;
- Hands a document to the team officials, which indicates when a substitute can enter the pitch to replace a player who has been sent off.
- Checks the entry of a player who has left the pitch to correct his equipment.
- Checks the entry of a player who has left the pitch due to an injury of any kind.
- Checks together with one of the referees, the correct execution of the kick-off.
- Checks together with one of the referees the correct execution of free kicks taken from the imaginary point in the middle of the imaginary halfway line.
- If either of the other referees is injured, the third referee replaces him, assuming the function of the second referee.

The timekeeper (if assigned)



Ensures that the duration of the match complies with the provisions of Law 7 by:

- Starting his stopwatch as soon as the match kicks off;
- Stopping the stopwatch as soon as a goal has been scored, a penalty kick or free kick awarded or the referees have signalled that a player is injured or for time-wasting;
- Stopping the stopwatch whenever the referees signal him to do so;
- Restarting the stopwatch after a kick-off, a free kick or a penalty kick or once play has restarted following a signal by the referees to stop the watch;
- Checking the two-minute effective time punishment period when a player has been sent off;
- Indicating the end of each period, the match and extra time with a different whistle or acoustic signal from those used by the referees;
- Signals to the referees exactly when to start the second and third periods of play after the three-minute break and when to start extra time, if necessary.

Decisions

For international matches, the use of a timekeeper and third referee is compulsory.

In the event of undue interference by the timekeeper or third referee, the referee will relieve either of his duties, arrange for his replacement and submit a report to the appropriate authorities.



LAW-7 THE DURATION OF THE MATCH

Periods of play

The match lasts three equal periods of 12 minutes each. If the match has a timekeeper assigned the timekeeping is carried out by a timekeeper, whose duties are defined in Law 6.

The time must be stopped as described in Law 6:

- whenever a goal is scored;
- whenever a free kick or a penalty kick is awarded;
- whenever the referees signal accordingly;
- Whenever the referees signal that a player is injured or is wasting time.

Ending the periods of play

The timekeeper determines the end of each period of 12 minutes of play with an acoustic signal. After hearing the timekeeper's acoustic signal, one of the referees announces the end of the period or match with his whistle, bearing in mind the following;

- If a free kick has to be taken or retaken, the period in question is extended until the kick has been taken.
- A penalty kick has to be taken or retaken, the period in question is extended until the kick has been taken.
- If the ball has been played towards one of the goals before the timekeeper sounds the acoustic signal the referees must wait for the kick to end



before announcing the end of the period or match with a whistle.

The period of match ends when;

- the ball goes directly into a goal and a goal is awarded
- If the ball goes into the team's own goal, a goal is also awarded, unless the goal was scored directly from a free kick, a ball inbound, a goal clearance, or a corner kick
- the ball leaves the boundaries of the pitch;
- the ball touches the goalkeeper or another player in the defending team, the goalposts, the crossbar or the sand, crosses the goal line and a goal is scored;
- the ball touches the goalkeeper or another player in the defending team, the goalposts, the crossbar or the sand, crosses the goal line and a goal is not scored;
- the ball touches another player of the team playing the ball before crossing the goal line of the opposing team, in which case a goal is not awarded;
- the ball touches another player of the team playing the ball before crossing the team's own goal line, in which case a goal is awarded;
- no infringement has been committed that will be sanctioned with a free kick or a penalty kick, or that requires a free kick or a penalty kick to be retaken, unless a goal has been scored or advantage has been played,

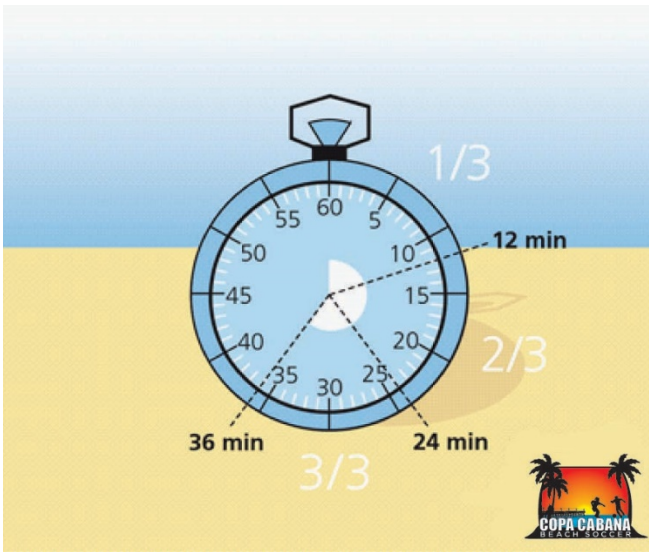


If an infringement sanctioned with a free kick or a penalty kick is committed during the interval between the timekeeper's acoustic signal and the referee whistle, the period ends when;

- the ball is not kicked directly at the opponent's goal;
- the ball goes directly into the opponent's goal and a goal is scored;
- the ball leaves the boundaries of the pitch;
- the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team, or any combination of these elements, and a goal is scored;
- the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team, or any combination of these elements, and a goal is not scored;
- no other infringement has been committed that will be sanctioned with a free kick or a penalty kick, or that requires a free kick or a penalty kick to be retaken, unless a goal has been scored or advantage has been played;

Interval between periods of play

There is a three-minute interval between each period of play.



Extra time

If the score is level after normal playing time, extra time of three minutes is played. If the score is level after extra time, penalty kicks are taken from the imaginary penalty mark in accordance with Law 18.



LAW-8 THE START AND RESTART OF PLAY

Preliminaries

A coin is tossed and the team that wins the toss decides whether to attack in a certain direction in the first period of play or whether to take the kick-off.

In the second period of play, the teams change ends and attack the opposite goals; the team that did not take the kick-off in the first period will take it in the second period of play.

Before the third period of play, a coin is again tossed and the team that wins the toss decides whether to attack in a certain direction or whether to take the kick-off.

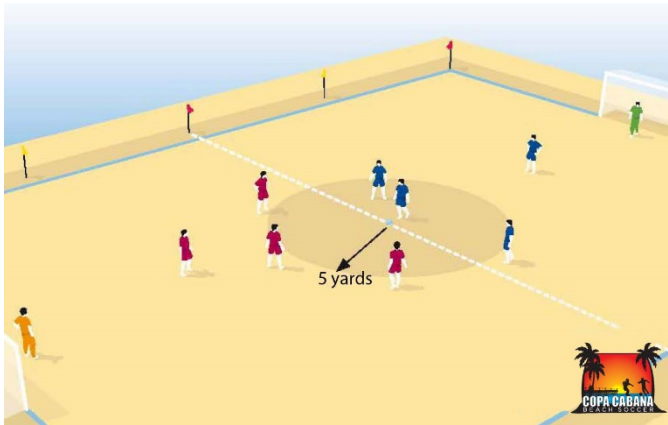
If extra time is played, the team that did not take the kick-off in the third period of play will take it in the period of extra time; the teams change ends and attack opposite goals.

Kick-off

A kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored;
- At the start of the second and third periods of play
- At the start of extra time, if applicable.

A goal may not be scored directly from a kick-off.



Procedure

All players are in their own half of the pitch.

The opponents of the team taking the kick-off are at least 5 m away from the ball until it is in play.

The ball is stationary on the imaginary point in the middle of the halfway line.

The referee gives a signal to kick off.

A player kicks the ball into action.

The ball is in play as soon as it has been kicked and moves forwards or, if it has been played backwards, as soon as it has been kicked forwards and in the air by a team-mate of the player who took the kick-off before the ball touched the sand.

The player taking the kick-off may not touch the ball a second time until it has touched another player.

After a team scores a goal, the kick-off is taken by the other team.

Offenses / sanctions

If the player taking the kick-off touches the ball a second time before it has touched another player, a free kick is

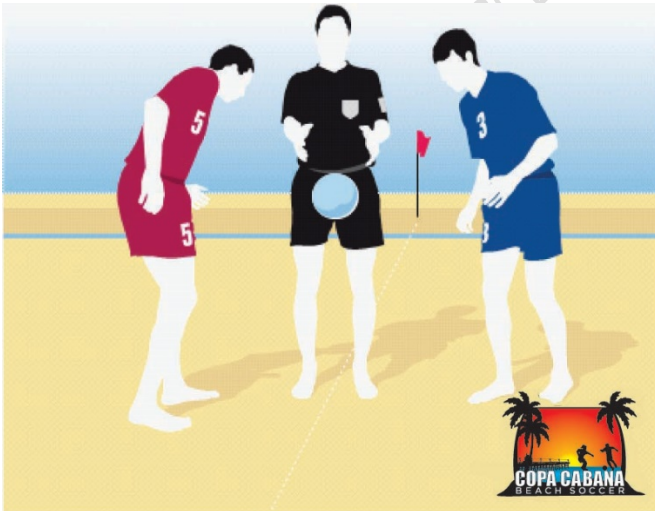


awarded to the opposing team, to be taken from the imaginary point in the middle of the halfway line.

For any other infringement of the kick-off procedure, the kick-off is retaken.

Dropped ball

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary while the ball is in play and provided that immediately preceding the stoppage, it did not pass over the touch line or goal line, for any reason not mentioned elsewhere in the Laws of the Game.



Procedure

One of the referees drops the ball on the imaginary point in the middle of the halfway line.

The ball is in play as soon as it touches the sand.

Offenses / sanctions

The ball is dropped again:



- If it is touched by a player before it makes contact with the sand.
- If the ball leaves the pitch after it makes contact with the sand, without being touched by a player.

If after the ball has made contact with the sand, a player kicks it with one touch directly towards one of the goals and the ball goes directly;

- Into the opponent's goal, a goal clearance is awarded.
- Into the team's own goal, a corner kick is awarded to the opposing team.

If after the ball has made contact with the sand, a player kicks the ball with more than one touch towards one of the goals and;

- The ball enters one of the goals, a goal is awarded.

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LAW-9 THE BALL IN AND OUT OF PLAY

Ball out of play

The ball is out of play when;

- It has wholly crossed the goal line or touch line, whether on the ground or in the air.
- Play has been stopped by the referees.
- It hits the ceiling, if a match is played on an indoor pitch.

Indoor pitch

The minimum height of ceiling is 12ft and shall be stipulated in the competition rules.

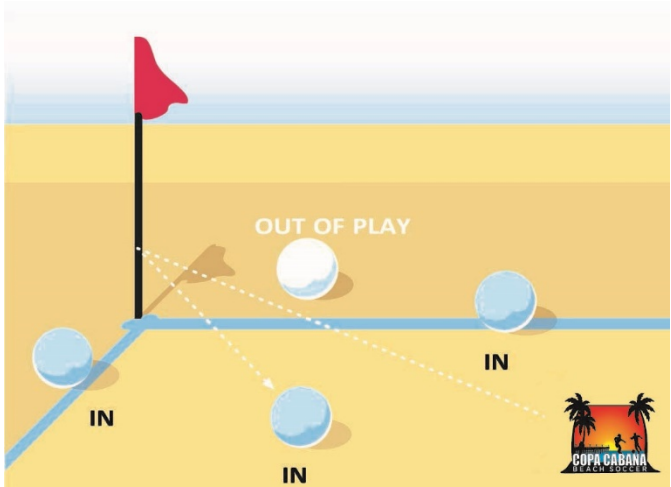
If the ball hits the ceiling while in play;

- The game is restarted with a ball inbound taken by the opponents of the team that last touched the ball. The ball inbound is taken from the position nearest to the place on the ground above which the ball hit the ceiling (see Law 14 The ball inbound)

Ball in play

The ball is in play at all other times, including when:

- It rebounds from a goal post or the crossbar or the corner flags onto the pitch.
- It rebounds from either of the referees while they are on the pitch.
- It is in the air after the kick-off, provided that the kick-off is taken correctly.



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LAW-10 THE METHOD OF SCORING

Goal scored

A goal is scored when the whole of the ball passes over the imaginary goal line between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, including the goalkeeper, and providing the team scoring the goal has not infringed the Laws of the Game.

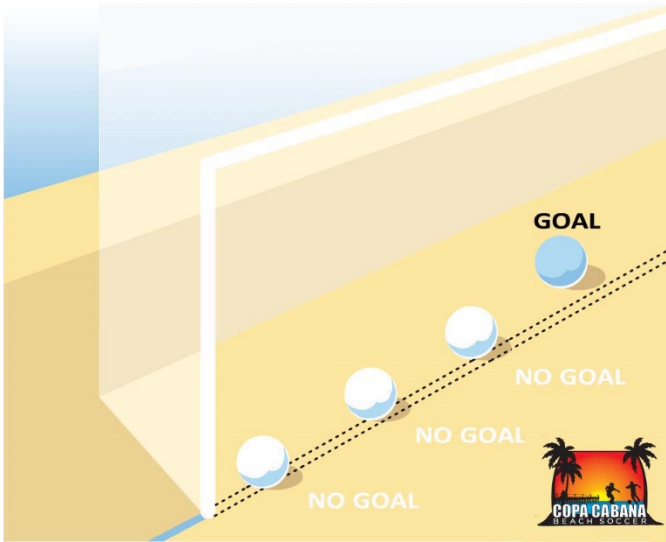
The goalkeeper:

- May not score a goal directly by throwing the ball with his hand; if this happens, a goal clearance is awarded to the opposing team.
- May not score a goal directly after releasing the ball with hands and kicking it into the air before it touches the ground.
- May score a goal directly by placing the ball on the ground and then kicking it.

If after a goal is scored, the referees realize before play restarts that the team that scored the goal was playing with an extra player or had carried out a substitution incorrectly, they must disallow the goal and restart play with a free kick to be taken by the opponents of the offending player from the imaginary penalty mark (see Law 13: Position of free kick). If the kick-off has already been taken, they take the measures against the offending player provided for in Law 3, but the goal is allowed. The referees report the fact to the appropriate authorities. If the opposing team scores a goal, the referees award the goal and take the measures provided



for in Law 3 against the player who committed the offense.



Winning team

The team that scores the greater number of goals during a match is the winner. If both teams score an equal number of goals or none at all, the match is drawn.

If extra time ends in a draw, the match is decided by alternate kicks taken from the imaginary penalty mark. The team that scores more goals from the same number of penalty kicks is the winner.



LAW 11 FOULS AND MISCONDUCT

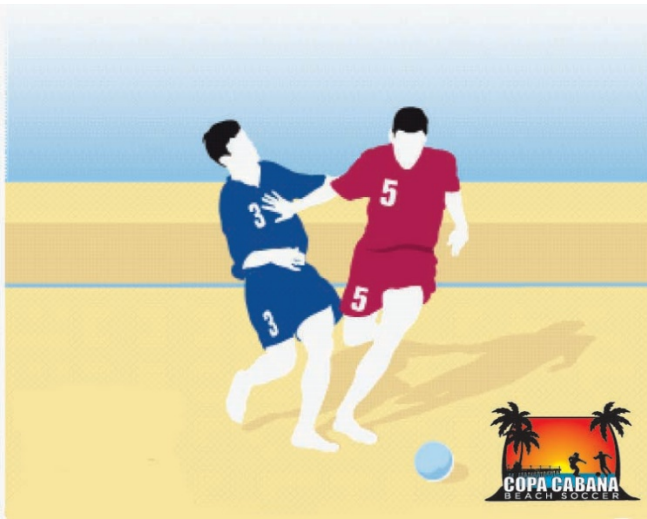
Fouls penalised with a free kick

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referees to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

A free kick is also awarded to the opposing team if a player commits any of the following offences:

- Holds an opponent
- Spits or deliberately throws sand at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)
- Holds the ball back deliberately with his legs in the opponents' half so as to waste time;
- Plays dangerously in the opponents' half
- Deliberately obstructs an opponent in the opponents' half
- Prevents the goalkeeper from releasing the ball from his hands
- Touches the opponent before the ball when attempting to win possession



Fouls Penalized with a penalty kick

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

A penalty kick is also awarded if a player, during an opponent's free kick, touches the ball in his own penalty area between the position of the free kick and the corner flags, and before the ball has touched the posts, the crossbar, the goalkeeper or the sand.

Fouls penalized with a free kick to be taken from the imaginary point in the middle of the imaginary halfway line or from where the offense was committed.

Free kick from the imaginary point in the middle of the halfway line



A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the imaginary halfway line, if;

- A team has possession of the ball, while it is in play, in its own penalty area for more than four (4) seconds.
- The goalkeeper, after playing the ball with his hands in the penalty area after receiving it from a team-mate, deliberately touches it again with his hands or arms in the same penalty area after a team-mate has played the ball with any part of his body, and without the ball having been touched by an opponent in between the two passages of play.
- The goalkeeper with the ball in play, releases the ball from his hands and kicks it into the air before it touches the ground.
- The goalkeeper, after playing the ball outside of his own penalty area, returns to his penalty area and touches or plays the ball the ball with any part of his body.
- The goalkeeper touches the ball again with his hands in his own penalty area after he has released it from his possession and before it has touched another player in between the two passages of play.
- A player plays dangerously in his own half
- A player deliberately obstructs an opponent in the players own half.
- A player, in his own half, commits against a team-mate any of the ten offenses (except deliberate handball) for which a penalty kick is awarded if committed against an opponent.



- A player commits any other offense in his own half of the pitch, not previously mentioned in Law 11, for which play is stopped to caution or dismiss a player

Free kick to be taken from the place where the offense was committed

A free kick is awarded to the opposing team, to be taken from the place where the offence was committed (see Law 13: Position of free kick), if;

- A player acts dangerously in the opponents half
- A player deliberately obstructs an opponent in the opponents half
- A player prevents the goalkeeper from throwing the ball with his hands while the goalkeeper is in his own penalty area and with the ball in play
- A player in the opponent's half, commits against a team-mate any of the ten offenses (except deliberate handball) for which a penalty kick is awarded if committed against an opponent
- A player commits any other offense in his own half of the pitch, not previously mentioned in Law 11, for which play is stopped to caution or send off a player

Disciplinary sanctions

Only a player or substitute may be shown the red or yellow card. The relevant card is only shown publicly on the pitch if the match has started. In all other cases the referee verbally inform the players and team officials on the disciplinary sanction taken.



The referees have the authority to take disciplinary sanctions from the moment they enter the premises where the pitch is located before the start of the match until they leave them.

Cautionable offences

A player is cautioned if he commits any of the following offences:

- Unsporting behaviour
- Dissent by word or action
- Persistently infringes the Beach Soccer Laws of the Game;
- Deliberately delaying the restart of play
- Failure to respect the required distance when play is restarted with a kick-off, corner kick, ball inbound or free kick (defenders)
- Entering or re-entering the pitch without the referees' permission, or infringing the substitution procedure
- Deliberately leaving the pitch without the referee's permission.

A substitute is cautioned if he commits any of the following offences:

- Unsporting behaviour
- Dissent by word or action
- Deliberately delaying the restart of play
- Entering the pitch in contravention of the substitution procedures

Sending-off offences



A player or a substitute is sent off if he commits any of the following nine offences:

- Serious foul play
- Violent conduct
- Deliberately spitting or throwing sand at an opponent or any other person
- Touching the ball in the area between the place from where the opponents are taking a free kick and his team's goal posts before the ball touches the posts, the crossbar, the goalkeeper or the sand (Adults only)
- Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (with the exception of a goalkeeper inside his own penalty area)
- Denying an opponent moving towards the player's goal an obvious goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick
- Using offensive, insulting or abusive language or gestures
- Receiving a second caution in the same match
- A substitute is sent off if he commits the following offense
- Denying an obvious goalscoring opportunity

Decisions

A player who has been sent off may not re-enter the game in progress or sit on the substitute's bench but must leave the vicinity of the pitch.

Another player may substitute a team-mate who has been sent off, after a lapse of two minutes; he may enter



the pitch provided he has the authorisation of the third referee.

A tackle that endangers the safety of an opponent must be sanctioned as serious foul play.

To sanction a player who prevents an opponent from executing a scissors kick or an overhead kick, the referee shall take the following criteria into consideration;

- If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches him, a free kick or a penalty kick is awarded against the opponent
- If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches or plays the ball, a free kick or a penalty kick is awarded against the opponent
- If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches him or plays the ball, and as a result the opponent is struck by the player executing the kick, the referees do not sanction the player executing the scissors kick or the overhead kick, but instead sanction the player who intended to prevent or prevented the kick from being executed
- If the ball is not in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches or plays the ball, the opponent has not committed any offense
- If the ball is not in the possession of the player who is executing or will execute a scissors kick or



an overhead kick, and this player strikes an opponent while executing the kick, he will be sanctioned in accordance with the offense.

A player may, in defending a scissors kick or an overhead kick, jump vertically off the ground provided he does not touch the player executing the kick

Any act of simulation on the pitch that is intended to deceive the referees must be sanctioned as unsporting behaviour.

Kicking the ball away or blocking it with the body deliberately to waste time or to prevent an opponent from playing the ball shall be sanctioned as dangerous play. The referees stop play if they cannot play advantage and continue play with a free kick to the opposing team at the place where the offense was committed, provided this was in the opponent's half of the pitch, or from the imaginary point in the middle of the imaginary halfway line, if the offense was committed in the half of the pitch of the team that committed the offence (see Law 13; Position of free kick)

Any act of simulation on the pitch that is intended to deceive the referees must be sanctioned as unsporting behaviour.

A player who removes his shirt when celebrating a goal must be cautioned for unsporting behaviour.



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LAW-12 FREE KICKS

Free kicks

Free kicks are executed according to the following procedure;

- The player who was fouled takes the kick, unless he has been seriously injured, in which case his substitute will take it.
- The ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

Additional time must be allowed for a free kick to be taken at the end of each period of time or extra time.

If the free kick is taken from the teams own penalty area, the ball is in play when it has been directly kicked out of the penalty area

If a free kick enters the player's own goal directly, a corner kick is awarded to the opposing team.

If a free kick enters the opposing team's goal directly, a goal is awarded.

Position of free kick

Free kick from own half or from the imaginary point in the middle of the imaginary halfway line

If a free kick is taken in the half of the team that did not commit an offence, or from the imaginary point in the middle of the imaginary halfway line, every defending player must be:

- on the pitch
- at least 5 yards away from the ball until the ball is in play, leaving an imaginary area free between the ball and the corner flags apart from the



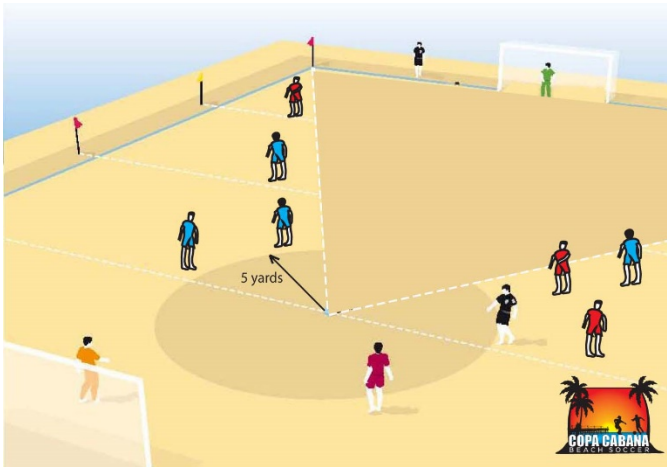
opposing goalkeeper, who may stay in his penalty area

If a free kick is taken in the half of the team that did not commit an offence, or from the imaginary point in the middle of the imaginary halfway line, the team-mates of the player taking the kick must be:

- On the pitch.
- Clear of an imaginary area between the ball and the corner flags, except for the player taking the kick.
- Free kick from the opponents' half of the pitch.

If a free kick is taken in the half of the pitch of the team that committed an offence, every player, apart from the one taking the kick and the opposing goalkeeper, must be:

- On the pitch.
- At least 5 yards away from the ball until it is in play.
- Behind or to the side of the ball.



Procedure

The player taking the kick may make a small mound of sand with his feet or the ball to raise the position of the ball.

The free kick must be taken within four seconds of the referees' signal to do so.

The kicker may not play the ball again until it has touched another player.

The ball is in play after it has been kicked or touched.

The ball may be kicked in any direction and passed to any team-mate, including the goalkeeper. If the ball is kicked in the direction of the opposing team's goal – within the area between the ball and the opposing goal – only the defending goalkeeper may touch the ball while it is in the air. In every other case, if the ball leaves this area or touches the ground, the restriction no longer applies and any player may touch or play the ball.

Offences / sanctions



While a team is taking a free kick from its own half or from the imaginary point in the middle of the imaginary halfway line, and after one of the referees has given the signal for the kick to be taken and while the ball is in play, an offence is committed if any player (except the goalkeeper) touches the ball in the area between the ball and the corner flags before the ball has touched the posts, the crossbar, the goalkeeper or the sand, or has previously left this area:

- If the referees do not apply the advantage rule, the player's team will be sanctioned with a free kick if the offence was committed by a defending player outside of his own penalty area, the free kick to be taken from the place where the ball was touched, or with a penalty kick if the player touched the ball in his own penalty area. If the offence is committed by a team-mate of the player taking the kick and the referees do not apply the advantage rule, they award a free kick against his team, to be taken from the place where the ball was touched if this was in the opponent's half of the pitch, or from the imaginary point in the middle of the imaginary halfway line if the ball was touched in the team's own half of the pitch (see Law 13: Position of free kick). The referees do not take any disciplinary measures, unless a defending player touched the ball in the area between the ball and his own goalposts. In this case, the player is sent off for denying an obvious goalscoring opportunity. (Send off Adult Teams only)

If, during a free kick in a team's own half of the pitch or from the imaginary point in the middle of the imaginary



halfway line, and after one of the referees has given the signal for the kick to be taken but before the ball is in play, an opponent does not respect the minimum distance between himself and the ball or enters the area between the ball and the corner flags:

- The kick is retaken and the offending player is cautioned, unless the referees apply the advantage or another infringement is committed that is punishable by a free kick or a penalty kick. If the infringement is punishable by a free kick, the referees decide whether to punish the original infringement or the one committed subsequently. If the second infringement requires disciplinary measures to be taken, the referees issue a second caution or a red card, if the infringement committed requires such a sanction.

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly out of this area:

- The kick is retaken, but the four-second count is not reset and continues once the player is ready to retake it.

If the team taking a free kick takes more than four seconds:

- the referees award a free kick to the opposing team, to be taken from the place where the game is to be restarted, if it is in the half of the team defending the free kick, or from the imaginary point in the middle of the imaginary halfway line, if the free kick is to be taken from the team's own half of the pitch or from the



imaginary point in the middle of the imaginary
halfway line (see Law 13: Position of free kick);

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LAW-13 THE PENALTY KICK

The penalty kick

A penalty kick is awarded against a team that commits any of the offences punishable by a free kick which is not required to be taken from the middle of the pitch, while the ball is in play inside its own penalty area.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each period or at the end of extra time.



Position of the ball and the players

The ball:

- Is placed on the imaginary penalty mark in the middle of the imaginary penalty area line, 9 m from the centre of the goal.

The player taking the penalty kick:



- Is properly identified
- Is the player who was fouled, unless he has been seriously injured, in which case his substitute will take it.

The defending goalkeeper:

- Remains on his goal line, facing the kicker and between the goalposts until the ball has been kicked, and is allowed to move sideways.

The players other than the kicker are located:

- On the pitch.
- Outside the penalty area.
- Behind or to the side of the ball.
- At least 5 m away from the ball.

The referee

- Does not give the signal for the penalty kick to be taken until all of the players have taken up positions in accordance with Law 13.
- Decides whether the penalty kick has been completed.

The second referee

- Ensures that the defending goalkeeper complies with the provisions of Law 13;
- Decides whether the ball has entered the goal or not.

Procedure

The player taking the penalty kicks the ball forward.

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

The ball is in play when it is kicked and moves forward.



When a penalty kick is taken during the normal course of play or when time has been extended at the end of the three periods or at the end of extra time to enable a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:

- The ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper.

Offences / sanctions

If the referee signals for a penalty kick to be taken and one of the following situations arises before the ball is in play:

- The kicker infringes the Laws of the Game:
 - The referee allows the kick to be taken.
 - If the ball enters the goal, the kick will be retaken.
 - If the ball does not enter the goal, the referee will stop play and restart the match by awarding a free kick to the opposing team, to be taken from where the offence occurred.
- The defending goalkeeper infringes the Laws of the Game:
 - The referee allows the kick to be taken.
 - If the ball enters the goal, a goal is awarded.
 - If the ball does not enter the goal, the kick will be retaken.
- A team-mate of the kicker infringes the Laws of the Game:
 - The referee allows the kick to be taken;



- If the ball enters the goal, the kick will be retaken.
- If the ball does not enter the goal, the referee will stop play and restart the match by awarding a free kick to the defending team, to be taken from the place where the offence occurred.
- A team-mate of the defending goalkeeper infringes the Laws of the Game:
 - The referee allows the kick to be taken;
 - If the ball enters the goal, a goal is awarded.
 - If the ball does not enter the goal, the kick will be retaken.
- If a player of the defending team and a player of the attacking team infringe the Laws of the Game:
 - The penalty kick is retaken.
- If, while a penalty kick is being taken, the ball is kicked by a team-mate of the player who had been previously identified:
 - The referees stop play, caution him for unsporting behaviour and restart the match with a free kick to the defending team, to be taken from the penalty mark (see Law 12: Position of free kick);
- If, after a penalty kick has been taken:
 - The kicker touches the ball a second time before it has touched another player.
 - A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the halfway line.



- The ball strikes an object after it has been played forward:
 - The penalty kick is retaken.
- The ball rebounds into play off a goalkeeper, the crossbar or the posts and then strikes an object:
 - The referee stops play;
 - Play is restarted with a dropped ball in accordance with the provisions for restarting play in Law 8 (dropped ball).

If the ball bursts or becomes defective when in play and has not previously touched the goal posts, crossbar or player:

- The kick is retaken

If the ball bursts or becomes defective during a penalty kick after it has touched the posts, crossbar or goalkeeper:

- If the ball enters the goal directly, a goal is awarded.
- If the ball does not enter the goal directly, play is stopped and restarted with a dropped ball in accordance with the provisions of Law 8 (dropped ball).



LAW-14 THE BALL INBOUND

The ball inbound

A ball inbound is a method of restarting play.

Any player, including the goalkeeper, may take a ball inbound.

A goal cannot be scored directly from a ball inbound.

If the ball inbound is taken directly towards a goal and the ball crosses the imaginary goal line without touching a player:

- A corner kick is awarded to the opposing team if the ball enters the player's own goal directly.
- A goal clearance is awarded to the opposing team if the ball enters the opposing team's goal directly.

A ball inbound is awarded:

- When the whole of the ball passes over a touch line, either on the ground or in the air.
- From the place where it crossed the touch line.
- To the opponents of the player who last touched the ball.

Position of the ball and the players

Types of balls inbound:

The kick-in

The players of the defending team must be at least 5 m away from the place where the kick-in is being taken.

Procedure

At the moment of delivering the ball, the kicker;

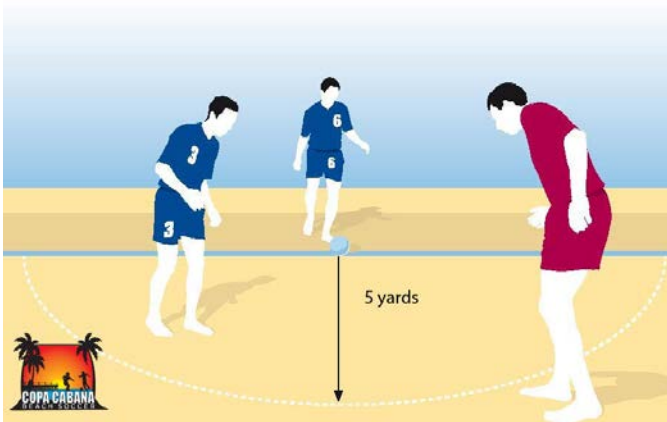
- Kicks the ball, which must be stationary, either from the point where it left the pitch or on the



ground outside it at a distance no greater than 1 foot from that point.

- Delivers the ball within four seconds of being ready to do so.
- May not play the ball a second time until it has touched another player.
- May not take a kick-in after holding the ball with his hands to perform a throw-in.

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the throw-in is ready or not.



The throw-in

The players of the defending team must be at least 5 m away from the place where the throw-in is being taken.

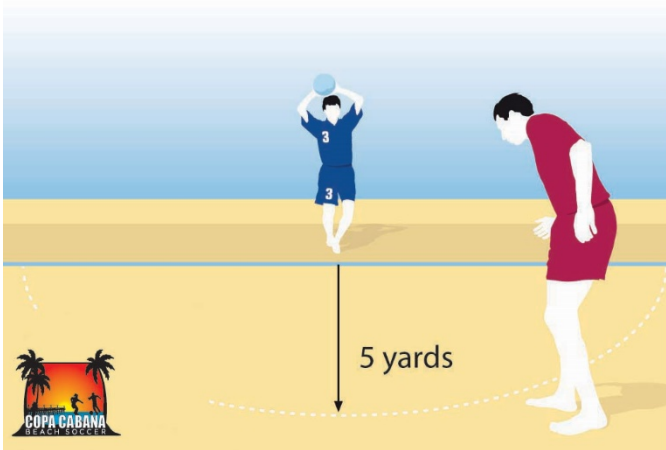
Procedure

At the moment of delivering the ball, the player taking the throw-in;



- Faces the pitch.
- Has part of both feet on or outside the touch line
- Uses both hands.
- Throws the ball from behind and over his head.
- Delivers the ball from the point where it left the field of play.
- Delivers the ball within four seconds of being ready to do so.
- May not play the ball a second time until it has touched another player.
- May not take a throw-in if he has controlled the ball with his feet to perform a kick-in.

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the throw-in is ready or not.



Offences / sanctions

A free kick is awarded to the opposing team if:

- The player taking the ball inbound plays the ball a second time before it has touched another



player. The free kick is taken from the imaginary point in the middle of the halfway line.

The ball inbound is retaken by a player of the opposing team if:

- The ball inbound was taken incorrectly.
- The ball inbound was taken from a different place from where the ball passed over the touch line.
- The ball inbound was not taken within four seconds of taking possession of the ball.
- Any other infringement of Law 14 has been committed.

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LAW 15 THE GOAL CLEARANCE

The goal clearance

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

If the ball enters the opposing goal directly, play is restarted with a goal clearance taken by the opposing team.

A goal clearance is awarded when:

- The whole of the ball, after last touching a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.



Procedure

The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so.

The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team.



The ball is thrown from any point within the penalty area by the goalkeeper of the defending team.

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the goal clearance is ready or not.

Offences / sanctions

A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the halfway line, if:

- The goalkeeper takes longer than four seconds to take the goal clearance.
- The goalkeeper takes a goal clearance with his feet.
- The goalkeeper touches the ball again before it has been played by another player.
- If the ball is not thrown directly out of the penalty area from a goal clearance:
- The clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it.

If, during a goal clearance, the ball enters the opposing goal directly, play is restarted with a goal clearance taken by the opposing team.

If the ball touches any player before it enters the goal, a goal is awarded.

If the goalkeeper scores an own goal after taking a goal clearance, a corner kick is awarded to the opposing team.



LAW-16 THE DOUBLE BACKPASS TO THE GOALKEEPER

The double backpass to the goalkeeper

The goalkeeper may not deliberately touch the ball with his hands or arms when the ball is returned to him by a team-mate a second consecutive time, including from a header, without it having touched an opponent.

If the ball is passed to the goalkeeper by a team-mate, one of the referees must signal this first backpass by raising his arm above his head.

Offences / sanctions

A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the imaginary halfway line, if:

- The goalkeeper receives the ball with his hands or arms a second time from a team-mate after the ball is in play, without it having touched an opponent;
- Any other infringement of Law 16 has been committed.



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LAW 17 THE CORNER KICK

The corner kick

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

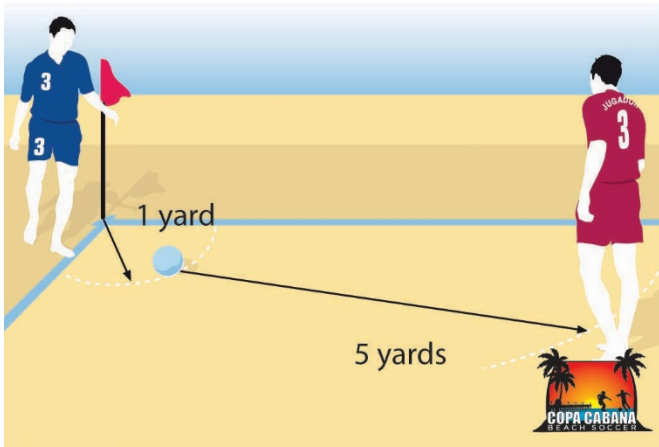
- The whole of the ball, after last touching a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is placed inside an imaginary arc of 1 yard radius from the flag in the corner nearest to where the ball crossed the goal line.
- The kicker may make a small mound of sand with his feet or the ball to raise the position of the ball.
- The opponents remain at least 5 yards away from the ball until it is in play.
- The ball is kicked by a player of the attacking team.
- The ball is in play after it has been kicked or touched.
- The kicker may not play the ball a second time until it has touched another player.
- The player taking the kick must deliver the ball within four seconds of being ready to do so.



If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the corner kick is ready or not.



Offences /Sanctions

A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the halfway line, if:

- The player taking the corner kick plays the ball a second time before it has touched another player.
- The opposing goalkeeper restarts play with a goal clearance if.
- The kicker has not taken the corner kick within four seconds of taking possession of the ball.

If the kicker scores an own goal directly after taking a corner kick, a corner kick is awarded to the opposing team.



If, after a corner kick, the ball enters the opposing goal directly, a goal is awarded.

For any other infringement of the Law:

- The corner kick is retaken.

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LAW-18 PROCEDURES TO DETERMINE THE WINNER OF A MATCH

Kicks from the penalty mark are approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn. Kicks from the penalty mark are not part of the match, but any disciplinary measures taken during the game remain in force.

Kicks from the imaginary penalty mark

The winner will be decided by kicks taken from the imaginary penalty mark, in accordance with Law 7.



Procedure

- The referee chooses the goal at which the kicks will be taken.



- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.

The referee, the second referee and the timekeeper keep a record of the kicks being taken.

Subject to the conditions explained below, both teams take three kicks.

- The kicks are taken alternately by the teams.
- The first team to score one goal more than the other from the same number of penalty kicks is the winner.

All players and substitutes, including the goalkeepers, are eligible to take a penalty kick.

Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

Only the eligible players and referees are permitted to remain on the pitch when kicks from the imaginary penalty mark are being taken.

All eligible players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch with the third referee.

An eligible player may change places with the goalkeeper at any time when kicks from the imaginary penalty mark are being taken.

The referee, standing on the goal line to the left of the goal on the opposite side to the second referee, ensures that the defending goalkeeper does not commit any infringement and decides whether the ball has entered the goal or not.

The second referee stands level with the imaginary penalty mark to the left of the player taking the kick, ensures that the kicker does not commit any



infringement and gives the signal for the kick to be taken; he also monitors the position of the other goalkeeper, who must stand on the imaginary penalty area line on the opposite side to the second referee, at least 5 m away from the ball, and ensures that he does not behave unsportingly.

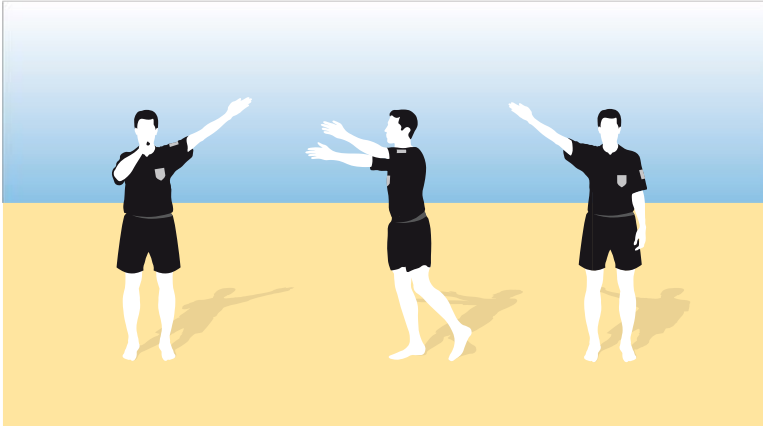
When a team finishes the match with a greater number of players and substitutes than its opponents, it must reduce the numbers to equate with those of their opponents and inform the referee of the name and number of each player excluded. The team captain is responsible for ensuring that this is implemented.

A goalkeeper excluded from taking penalty kicks in order to equate the number of players of his team with that of its opponents, i.e. who is located in his technical area, may replace his team's goalkeeper at any time.

Before the start of the kicks from the penalty mark, the referee must ensure that an equal number of players from each team eligible to take the penalty kicks remains in the other half of the pitch.

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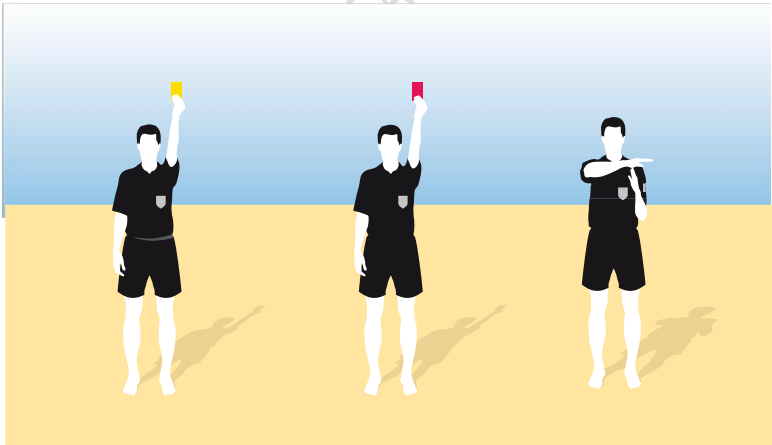
REFEREE'S SIGNALS



Free kick

Advantage

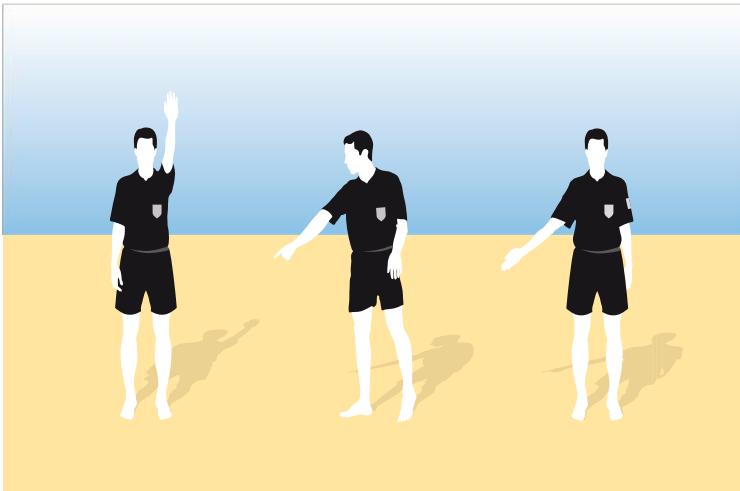
Ball inbound



Caution

Sending-off

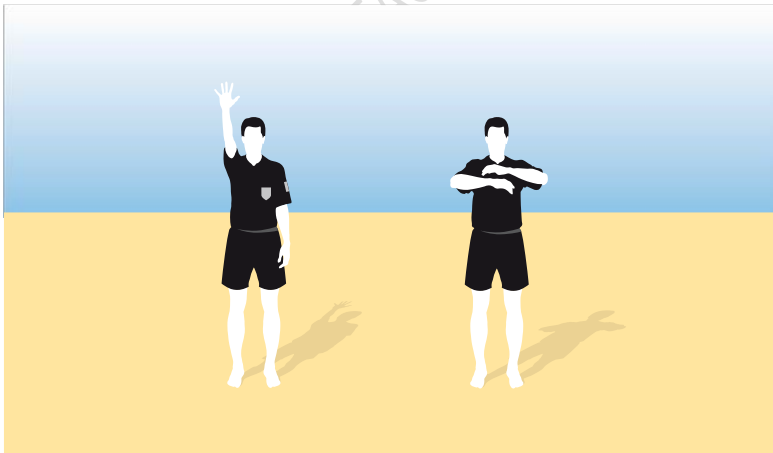
Stop the stopwatch



First backpass

Goal clearance

Corner kick



Five seconds count

Goalkeeper substitution



INTERPRETATION OF THE BEACH SOCCER LAWS OF THE GAME AND GUIDELINES FOR REFEREES

LAW 1: THE PITCH

Pitch markings

It is not permissible to mark the pitch with broken lines.

If a player makes unauthorised marks on the pitch, he must be cautioned for unsporting behaviour. If the referees notice this being done during the match, they stop the match if they decide not to apply the advantage rule, caution the offending player for unsporting behaviour, and restart play with a free kick to the opposing team, to be taken from the position of the ball at the time of the stoppage if the ball was in the opponent's half of the pitch at the time the offence was committed, or from the imaginary point in the middle of the imaginary halfway line if the ball was in the half of the pitch of the team that committed the offence (see Law 13: Position of free kick).

LAW 2: THE BALL

Extra balls on the pitch

If an extra ball enters the pitch while the ball is in play, the referees must stop the match only if the extra ball interferes with play. One of the referees restarts play with a dropped ball on the imaginary point in the middle of the imaginary halfway line, with the third referee assisting him in determining the correct position. If an extra ball enters the pitch while the ball is in play without interfering with play, the referees must *have* it removed at the earliest possible opportunity.



LAW 3: THE NUMBER OF PLAYERS

Players sent off

If a player who commits an offence is sent off for a second caution or directly after the advantage has been applied and his team concedes a goal after the application of the advantage before he is sent off, the number of players in his team is not reduced, as the offence was committed before the goal was scored.

If a player commits a foul during a break in play or before the start of extra time that results in a red card, either through a second caution or a direct red card, his team begins the next period of play or extra time with one player fewer.

LAW 5: THE PLAYERS' EQUIPMENT

Other equipment

Where head covers are worn, they must:

- be black or of the same main color as the jersey (provided that the players of the same team wear the same color);
- be in keeping with the professional appearance of the player's equipment;
- not be attached to the jersey;
- not pose any danger to the player wearing it or any other player (e.g. opening/closing mechanism around neck);
- Not *have* any part(s) extending out from the surface (protruding elements).

LAW 5: THE REFEREES

Four-second count when the ball is in play



Each time that a team is in possession of the ball while it is in play and in their own penalty area, one of the referees must visibly perform the four-second count.

Restart of play

The referees shall especially ensure that restarts of play are carried out quickly and shall not allow play to not be restarted immediately for tactical reasons after a temporary stoppage (ball inbound, goal clearance, corner kick or free kick). In these cases, the four-second count starts and it is necessary to use the whistle. In cases where the restart does not allow the four-second count (kick-off or penalty kick), the player or players who delay it are cautioned.

LAW 11: FOULS AND MISCONDUCT

Offences committed by goalkeepers

A goalkeeper is not permitted to touch the ball inside his own half of the pitch in the following circumstances:

- If, after playing the ball outside of his own penalty area, he returns to his penalty area and touches or plays the ball with any part of his body.
- Playing in a dangerous manner

Playing in a dangerous manner is defined as any action that, while trying to play the ball, threatens injury to an opposing player or himself. It is committed with an opponent nearby and prevents the opponent from playing the ball for fear of injuring himself or the other player.

LAW 13: THE PENALTY KICK

Procedure

Fainting in the run-up to take a penalty kick to confuse opponents is permitted as part of beach soccer.



However, feinting to kick the ball once the player has completed his run-up is considered an infringement of Law 13 and an act of unsporting behaviour for which the player must be cautioned.

LAW-14: THE BALL INBOUND

Procedure for infringements

If the ball does not enter the pitch from a ball inbound, the referees order a player from the opposing team to take it.

LAW 15: THE GOAL CLEARANCE

Procedure for infringements

If, when taking the goal clearance, the goalkeeper does not release the ball from inside his penalty area, the referees order the goal clearance to be retaken, although the four-second count continues from where it was stopped once the goalkeeper is ready to retake it.

It is not necessary for the goalkeeper to be holding the ball in his hands for the referees to start the four-second count, but they must signal the start of the four-second count with a whistle.

PROCEDURE TO DETERMINE THE WINNER OF A MATCH OR HOME-AND-AWAY

Kicks from the penalty mark Procedure for infringements

During the taking of the penalty kicks, the referees do not allow communication devices on the pitch. If the competition regulations permit the use of a camera, it shall be positioned on the side of the pitch opposite the



substitution zone, level with the imaginary halfway line and no more than two yards from the touch line.

The aim of these additional instructions for referees is to ensure the correct application of the Beach Soccer Laws of the Game.

Beach soccer is a competitive sport, and physical contact between the players is normal and an acceptable part of the game. However, players must respect the Beach Soccer Laws of the Game and the principles of fair play. Serious foul play and violent conduct are two offences that result in unacceptable physical aggression, which must be punished by expulsion from the pitch, as stated in Law 11.

Serious foul play

A player is guilty of serious foul play if he uses excessive force or brutality against an opponent when challenging for the ball.

Any player who launches himself into an opposing player when challenging for the ball from the front, back or side, using one or both legs and with excessive force and putting the opponent's personal safety in danger, is guilty of serious foul play.

Violent conduct

Violent conduct can occur on or off the pitch, regardless of whether the ball is in play or not. A player is guilty of violent conduct if excessive force or brutality is used against an opponent, without either of them challenging for the ball.



The player is also guilty of violent conduct if excessive force or brutality is used against a team-mate or against any other person.

Offenses against the goalkeeper

Referees are reminded that:

- It is an offence for a player to stop the goalkeeper from throwing, clearing or releasing the ball.
- A player must be punished for dangerous play if he plays or tries to play a ball with his feet when the goalkeeper is throwing, clearing or releasing the ball.
- It is an offence to restrict the goalkeeper's movements in an unsporting manner at a corner kick.

Shielding the ball

It is not an offence for a player to control a ball within playing distance by trying to shield it with his body without spreading his arms out. However, if the player stops the opponent taking the ball from him by using his hands, arms, legs or body in an unsporting manner, this will be punished with a free kick or penalty if the offence was committed in the penalty area.

Scissors kick/Bicycle kick

The scissors kick or bicycle kick is permitted, provided that no opponent is struck in the process.

If a player prevents an opponent from carrying out a scissors kick or bicycle kick, he shall be punished with a free kick to be taken from the place where the infringement occurred. If the player preventing the



scissors kick or bicycle kick is struck in the process, the infringement is deemed to have been committed by him.

Deliberate handball

Referees are reminded that deliberate handball is punishable by a free kick or penalty if the offence is committed in the penalty area. Under normal circumstances, deliberate handball should not result in a caution or sending off.

Denying an obvious goalscoring opportunity

A player will, however, be sent off if he intentionally prevents an obvious goalscoring opportunity by using his hand. This punishment is not for the deliberate handball, but rather for unacceptable and unsporting behaviour that prevented a goal from being scored.

Cautions for unsporting behaviour as a result of deliberate handball

There are circumstances which, in addition to being penalised by a free kick, will also result in the player being cautioned for unsporting behaviour, for example, when he:

- Touches or deliberately strikes the ball to stop the opponent receiving it.
- Tries to score a goal by deliberately touching or striking the ball with his hand.
- Pretends to be playing the ball with one part of his body when he is really doing so with his hands in order to deceive the referees.
- Tries to prevent a goal or deny a goalscoring opportunity with his hand when the goalkeeper



is not inside his penalty area, and fails in his attempt.

- Holding an opponent back.

A common criticism levelled against referees is their inability to correctly identify and punish the offence of holding an opponent back.

This inability to properly assess the action of holding a shirt or an arm can lead to controversy; referees are therefore urged to intervene immediately and firmly in these situations, according to the stipulations of Law 11. Generally speaking, a free kick or penalty kick is a sufficient punishment, but under certain circumstances an additional sanction should be imposed. For example: A player will be cautioned for holding an opponent back to prevent him from reaching the ball or taking up an advantageous position.

A player will be sent off for preventing an obvious goalscoring opportunity by holding back an opponent.

Free kicks

Referees are reminded that a player must be cautioned if:

- He fails to observe the regulation distance when play restarts.

The penalty kick

It is an infringement of the Laws of the Game for players to stand less than 5 yards from the penalty mark before the penalty kick is taken. The goalkeeper is likewise in breach of the Laws of the Game if he moves off his goal line before the ball is kicked.



The referees must ensure that the appropriate measures are taken if the players infringe this rule.

Persistent offenders

Referees must always be alert to players persistently violating the Beach Soccer Laws of the Game. It must also be noted that even if the player in question has committed different types of offences, he must be cautioned for persistently violating the Laws.

Behaviour towards the match officials

The team captains do not benefit from special status or special treatment as far as the Beach Soccer Laws of the Game are concerned, but they do have a certain degree of responsibility when it comes to their teams' behaviour.

Any player who is guilty of showing verbal dissent in respect of the referees' decisions must be cautioned. Any player who attacks a match official or is guilty of using offensive, rude or obscene gestures or language must be sent off.

Simulation

Any player that tries to fool the referees by feigning injury or pretending to have been the victim of an offence will be guilty of simulation and will be punished for unsporting conduct. If play is stopped on account of such an infringement, the game will resume with a free kick, to be taken from the imaginary point in the middle of the halfway line.

Delaying the restart of the match



Referees must caution players who delay the restart of play by using the following tactics:

- Taking a free kick from the wrong place with the deliberate intention of having it retaken.
- Kicking the ball away or picking it up and holding it after the referee has stopped the game;
- Deliberately provoking a confrontation by interfering with the ball after the referee has stopped play.

Goal celebrations

Even though players are allowed to express their joy when they score a goal, the celebration should not be excessive. Celebrating in a reasonable manner is permitted. However, the practice of rehearsed celebrations should be discouraged if it causes time-wasting, in which case the referees should intervene.

Players will be cautioned if they:

- Make provocative, derisory or overexcited gestures.
- Leave the pitch and enter an area in which fans are congregated in order to celebrate a goal.
- Remove their shirt or cover their head with it.
- Cover their head or face with a mask or other similar item.

Leaving the pitch while celebrating a goal is not a punishable offence as such, but it is essential that the players return immediately.

The aim is for referees to act preventively and use common sense regarding goal celebrations.

Refreshments



Players have the right to consume refreshments during an interruption in the match, but only at the touch line. Throwing bags of water or any other type of receptacle containing water onto the pitch is not permitted.

Basic playing equipment

Goalkeepers:

Each goalkeeper must wear colors that easily distinguish him from the other players and the referees.

If the goalkeepers have shirts of the same color and neither has a spare jersey to change into, the referee shall allow play to commence.

Non-basic playing equipment:

A player may use equipment other than the basic equipment provided that its sole purpose is to protect him physically and it poses no danger to him or any other player.

Modern protective equipment, such as headgear, facemasks and knee and arm protectors made of soft, light material are not considered to be dangerous and are therefore permitted.

In view of the new technology that has made sports spectacles much safer, both for the wearer and for other players, referees should show tolerance when authorising their use, particularly for younger players.

If an item of clothing or equipment that has been inspected at the start of a match and determined not to be dangerous becomes dangerous or is used in a dangerous manner during the match, its use must no longer be allowed.



The use of radio communication systems between players and/or technical staff is not permitted.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery).

Jewelry

All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.

Referees are also prohibited from wearing jewelry (except for a watch or similar device for timing the match).

Procedure for injured players

The referees must take into account the following instructions if a player is injured:

Allow the match to continue until the ball is no longer in play if the injury is, in the referee's opinion, a minor one.

Stop the match if they consider the injury to be serious.

If the referees think that a player is simulating or has simulated an injury to avoid taking a free kick or penalty kick, he shall be cautioned. If play has not restarted, they shall oblige him to take the kick and if play has restarted, they shall make a note in the report.

After consulting the injured player, the referees shall authorise one or more (maximum two) medical staff to enter the pitch to allow them to assess the injury and ensure that the player leaves the pitch safely and swiftly.



If necessary, the stretcher-bearers will enter the pitch at the same time as the doctors to hasten the player's departure from the pitch.

The referee must ensure that the injured player is carried off the pitch safely and swiftly.

The player may not be treated on the pitch if he has not been fouled.

Any player with a bleeding wound must leave the pitch and may not return until the referees have ascertained that the wound has stopped bleeding (the third referee may carry out the check, but only the referees may authorise his entry, if he has not been substituted); a player may not wear blood-stained clothing.

As soon as the doctors have entered the pitch, the player shall leave the pitch either on foot or be carried off on a stretcher, provided he does not have to take the free kick. If a player does not comply with this provision, he must be cautioned for deliberately delaying the restart of play.

Assuming he has not been substituted, an injured player may return to the pitch only after the match has restarted.

An injured player does not have to leave the pitch via the substitution zone, but over any line that marks the pitch boundaries.

An injured player who has left the pitch or has had to leave the pitch may be substituted, but the substitute must always enter the pitch via the substitution zone.

When the ball is in play, the injured player may return to the pitch if he has not been substituted, but only from the touch line. When the ball is not in play, he may return via any boundary line on the pitch.



Only the referees may allow an injured player who has not been substituted to return to the pitch, whether the ball is in play or not.

If play has not been stopped for any other reason or if the injury to the player is not the result of an infringement of the Beach Soccer Laws of the Game, the referee will restart play with a dropped ball (see Law 8).

Exceptions

Exceptions are made in the following cases only:

- Goalkeeper injury;
 - When the goalkeeper and an outfield player collide with each other and require immediate treatment.
- When there is a serious injury, for example, a player has swallowed his tongue, is suffering from concussion or has broken his leg, etc.
- When a player needs to remove sand from his person, for which purpose he may be provided with water without having to leave the pitch.
- Injured player who must take a free kick or penalty

It is permitted to treat a player on the pitch if he has been fouled and requests assistance from the referees, unless he has a bleeding wound.

The referees shall ask the player whether he is able to take the free kick or penalty after he has received treatment.

If he says he is unable to take the free kick or penalty, his substitute shall take it.