

2023 Beach Blast

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2023 Beach Blast - Game Format

Welcome! Beach Blast is a fun, fast-paced 5 a side beach soccer tournament that takes place annually in Vancouver at Spanish Banks Beach.

Results & Tournament Format

- a. Teams will play off in groups in a round-robin knockout format. Divisions, ie, Girls U-14 will be divided into groups of varying numbers depending on the total number of teams in each division.
- b. Age group winners may be determined by round robin point total or by a playoff game. This will depend on the number of teams in the age group. The decision on this will be made by the Tournament Chair.
- c. Points will be assigned as follows:
Win = 3 points Tie = 1 point Loss = 0 points
- d. Tie Breakers:
 1. Total goal differential to a maximum/minimum of +/- 5 per game. If the score is 12 - 4 for your team in any given game, you will receive a goal differential rating of +5, your opposition will receive -5.
 2. If still tied – Head to head result (if the teams in question have played each other)
 3. If still tied - Goals scored for each team will be tallied. The team who scored the most total goals over the three round robin matches will advance to semi-final matches.
 4. If still tied - A series of **3** penalty shots from the penalty spot. This shoot out will be scheduled by Tournament organizers at the conclusion of round robin play. Please see the results table for schedule updates.
 5. If still tied - Sudden death penalty shots.
- e. Results, standings and time changes will be posted on an ongoing basis at the Results Table. It is the responsibility of each team to follow the standings and to ensure they are present for their matches.
- f. **The winning team of each game must report the game score to the Results Table.**

For Playoff Matches

- a. Please see the results table following round robin play to determine any final play-off games. Times of playoff games are subject to change due to required shoot-outs and play-offs.
- b. If playoff game is tied following regulation time, the teams will proceed directly to shootouts. Each team will take a series of **3** 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.
- c. If the game remains tied after the series of **3** penalty kicks, sudden death penalty kicks will be taken until a winner is determined.

The Area Of Play and The Goals

- a. The pitch is 30 X 45 yards (approximately).
- b. The penalty box spans a rectangular 10 yards X 30 yards (ie. the entire width of the field). Four flags mark this area placed along the sideline, 10 yards from each corner.
- c. Nets are 6' X 12'.

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2023 Beach Blast - The Rules

Please note: Important information indicated with bold typeface.

Team Formation, Rosters, Substituting

- a. 5 on 5: The game is played by two teams of 5 players on each, one of which is the goalkeeper.
- b. **Each team must submit a final roster one hour before their first match. No additions or substitutions 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.**
- c. Teams can carry a maximum of 12 players. The Tournament recommends a minimum of 7 players with ten being optimal.
- d. **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 free-kick from the centre line. If an illegal substitution is made to deliberately stop a goal scoring opportunity for the opponent, a penalty kick will be awarded instead. Penalty kicks are taken from nine yards out as marked by the flags on the sideline.
- g. The minimum number of players on the field for any given team is 4. **If your team cannot field 4 players, then you will automatically lose the game 3-0.** Please make an effort to put together a team for each match.

The Ball, Out of Play and Scoring a Goal

- a. The ball is a regulation soccer ball (size will be appropriate to your age division).
- b. 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 sideline.** A goal is scored when the ball entirely crosses over the goal line, in the air or on the ground, between the goal post and under the crossbar.
- c. After a goal is scored, the game will restart from the center circle at the halfway point of the field.

Putting the Ball Back Into Play - IMPORTANT!!!

- a. **Goal Kick:** 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 with a kick or throw anywhere within their penalty area**
 - i. The keeper **may not** throw or kick the ball in the air past the halfway line during such distribution. If the ball crosses the half way line untouched by any player or the ground, the opposing team will be awarded a free kick on the penalty area line at the spot parallel to where the infraction incurred.
 - ii. The keeper may not leave the penalty area during the goal kick ie: the keeper may not dribble the ball outside of the penalty area and subsequently play the ball. If this rule is broken, the opposing team will be awarded a free kick on the penalty area line at the spot parallel to where the infraction incurred.
 - iii. Opponents must remain 5 yards or more away from the keeper during the entire throw or during the keeper's first touch of the ball with their feet.
 - iv. **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.
 - v. The keeper is given 6 seconds (when the ball is returned to the field) to put the ball in play. If this time rule is broken: the opposing team will be awarded a free-kick on the penalty area line at the spot parallel to where the infraction occurred.
- b. **Kick-ins (rather than throw-ins!):** When a player touches the ball over the sideline, the opposite team will be awarded a kick-in.
 - i. **The ball is placed on the sideline where the ball was sent out and kicked on the ground or in the air back into play.**

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- ii. You can score directly from a kick-in. The player taking the kick-in will have 6 seconds (**when the ball is returned to the field**) to put the ball in play. If this time rule is broken, the kick will revert to the opposing team. The player cannot touch the ball a second time until the ball has been touched by another player. If this rule is broken a free kick will be awarded to the opposing team from the location of the infraction. Opponents must be 5 yards or more from the kicker during a kick-in.
- c. **Corner Kicks:** A corner kick will be given when a player of the defensive team touches the ball over the goal line, **except when a goal is scored.**
 - i. The corner kick must be taken from within 1 yard of the corner flag. It is permitted to score a goal directly from a corner kick.
 - ii. Opponents must be 5 yards or more from the ball. The player taking the corner-kick will have 6 seconds (when the ball is returned to the field) to put the ball in play. **If this time rule is broken:** the corner kick will revert to a goal kick for the opposing team
- d. **Free Kicks:** **All free kicks are direct. The kicker will have 6 seconds, when the ball is returned to the field to put the ball in play. Opponents must be 5 yards or more from the kicker during a free kick.**

Offside

- a. **There is none!**

Goalkeeper Rules

- a. Keepers may pick-up the ball with their hands anywhere in the penalty area.
- b. When keepers gain control of the ball **in the penalty area with either their hands or feet**, they may throw the ball back into play or they may place the ball on the ground and kick it back into play. **No punting allowed!** During such distribution, the ball must touch the ground or another player **before it crosses the halfway line.** If the ball crosses the half way mark **untouched by another player or the ground**, the opposing team will be awarded a free kick from the **penalty area line at the spot parallel to the location of the infraction.** **The keeper may not leave the penalty area during such distribution ie: the keeper may not dribble the ball outside of the penalty area and subsequently play the ball.** If this rule is broken, the opposing team will be awarded a free kick on the penalty area line at the spot parallel to where the infraction occurred. Any player can be in the penalty area. All opposing team players must be 5 yards from the ball.
- c. Goalkeepers cannot score a goal for their own team using their hands. **However, if they have gained control of the ball with their feet outside of their penalty area, they are free to score.**
- d. As per rule 4a, **keepers are responsible for all goal-kicks and goal-throw-ins.** When the attacking team touches the ball over the end line and out of play, the **keeper is given 6 seconds to either throw or kick (placed on the ground!) the ball back into play from anywhere within the penalty box. The ball must touch the ground or another player at least once before it crosses the half way line.** If the ball crosses the half way line **untouched by another player or the ground**, the opposing team will be awarded a free kick from the **penalty area line at the spot parallel to the infraction. The keeper may not leave the penalty area while taking a goal-kick, ie, the keeper may not dribble the ball outside of the penalty area and subsequently play the ball. If this rule is broken, the opposing team will be awarded a free kick on the penalty area line at the spot parallel to where the infraction occurred.**
- e. Keepers are not allowed to touch the ball with their hands when it is passed or deliberately touched back to them by a team mate **except when the ball is headed or chested to them by a team mate.** When the ball is passed back to the keeper in the penalty area, the keeper may not kick the ball in the air over the halfway line. If the keeper breaks either of these rules, the opposing team receives a free kick from the penalty area line at the spot parallel with the location of the infraction.

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- f. When defending on a penalty shot, keepers must stay on their goal line until the shot is taken. If the goalie breaks this rule, the penalty shot will be re-taken. If the goalie breaks the rule a third time during a match a goal will be awarded.
- g. If a keeper brings a ball under control with his/her hands and then drops or rolls the ball along the ground, they are not permitted to pick the ball up again. If the goalie breaks this rule, the opposing team will receive a free kick from the **penalty area line at the spot parallel with the location of the infraction.**

Player Equipment

- a. **No shoes, cleats or shinpads permitted.** To protect your feet, wear one or more pairs of socks and tape them at the top.
- b. **No hard peaked caps or hats will be permitted, nor will sunglasses.**
- c. In the absence of uniforms or a colour clash, **the away team will be required to wear scrimmage vests, which will be provided by your game referee, to distinguish one team from another.**

Starting the Game - IMPORTANT!!!

Arrive at your field 15 minutes prior to your game time. All games start according to the universal bell.

- a. Home Team/Away Team designations are pre-determined by the Tournament. The Home Team for each game is listed first in the schedule of play, ie, Home Team vs. Away Team
- b. **The Home Team will kick-off.** The opposing team must stand 5 yards from the ball.
- c. **The Away Team will choose which end they want to defend in the first half.**
- d. **Each game has two 14 minute halves. Half time is 2 minutes.**
- e. Games start by the sound of a universal horn. The horn does not wait for anyone. Games start when the horn blows. Half time and the start of the second half is also marked by the sounding of the horn.
- f. Games end by the sound of a universal horn. Once the horn is blown all play stops immediately and the game is over. The only play that may continue once a horn is blown is if a penalty shot was called prior to the horn and time has not permitted the actual kick to be taken.

Fouls

- a. If a player commits any of the infractions listed below, a direct FREE KICK will be taken by the opposing team from the place of the infringement.
 - i. Kick or grab an opponent.
 - ii. Push or obstruct an opponent.
 - iii. Touch the ball intentionally with the hand or arm, except for the goalkeeper in the penalty area.
 - iv. Commit a grievous act such as spit on, strike or curse another player, volunteer, referee or organizer.
 - v. Commit a dangerous play such as slide tackling from behind, high kicks etc. . .
- b. **All FREE KICKS will be considered direct free kicks**, ie, the kicker is permitted to score directly, and subject to the 6 second rule. However, the kicker cannot be the first player to touch the ball following the free kick.
- c. When a free kick is being taken, **the opposing team must be at least 5 yards from the ball.**
- d. A PENALTY KICK will be awarded when a foul is committed by a player in their own team's penalty area. The penalty shot is a direct kick taken at 9 yards distance from the center of the goal. No players are permitted in the penalty area **until the ball is kicked and moved.**

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- e. Yellow and red cards will be issued at the discretion of the referee for the following types of offenses:
 - i. Delays to replace the ball in play.
 - ii. Frequent infringements of the rules of the game.
 - iii. A serious foul in the interpretation of the referee, ie, iv. Above.
 - iv. Showing by an act or word, disagreement with the referee's decision.
 - v. Demonstrating a lack of sportsmanship.
 - vi. Using particularly foul or abusive language.
 - vii. Committing physical aggression.
- f. Two yellow cards will result in a **RED CARD** and expulsion from the game.
- g. The team receiving a red card will not be permitted to substitute for the expelled player.
- h. Red cards may also be issued without caution **to players, coaches/managers and spectators** for a particularly violent or abusive assault on a player, referee, spectator or Tournament representative. A red card means automatic expulsion from **a minimum** of one game.
- i. Red card offenses will be reviewed by the Tournament Chair in conjunction with the referee immediately after the game to determine appropriate action.

Protesting Games

- a. In the event that one team has a grievance with another team's conduct, roster formation, playing extra or illegal players, or other such matters, that requires response and action by tournament officials, such a complaint must be directed to the referee or to a nearby field marshal **during the game only**. Responding to and taking action based on protests launched after the game in the tight tournament schedule and setting is not possible.
- b. If a team requests that the roster of their opponents be reviewed by tournament officials, it is implicit in that request that their own team roster will also be checked. (ie – both teams on the pitch will be submitted to a roster check.) Players unable to produce valid photo identification at the time of the roster check will not be permitted onto the pitch until such identification can be provided and their position on the team's roster can be verified.
- c. **Teams found to be playing unregistered players at any time during the tournament will be immediately disqualified with no refund provided.**
- d. Individual decisions of referees will not be rescinded after the call has been made nor after the game has ended.

FIFI Rules

Where a rule is not specifically mentioned here, FIFA rules apply.

Disqualification – IMPORTANT!!!

The Tournament reserves the right to disqualify teams, players, coaches/managers and spectators from the Tournament site for inappropriate behaviour, ie, excessive swearing, threats, violent acts, etc. THIS RULE WILL BE STRICTLY ENFORCED TO ENSURE PARTICIPANTS AND SUPPORTERS CAN ENJOY A COMPETITIVE BUT FUN ATMOSPHERE.

WEATHER

Tournament games are played rain or shine. The Tournament reserves the right to cancel, postpone or modify games to account for weather or other inclement conditions. Refunds will not be provided.