

## 2012 Sand Soccer Coed Invitational Info

**Dates:** July 21st & 22nd, 2012

**Entry Fee:** \$100.00 for all coed teams. Checks only - no credit cards or cash accepted.

**Acceptance:** All teams will be accepted upon receipt of their Registration Fee on a "first come, first in" basis. Teams MUST send in their payment to be considered for acceptance.

**Payment Closing Date:** We will accept payments up through **July 15, 2012**.

**Number of Players:** Each team consists of 7-10 players with 5 starters, one of whom must be the goalkeeper. There must be at least 1 female on the field at all times and a maximum of 4 males. Substitutions are on the fly. The player being substituted must exit the field prior to the new player entering the field. Only players on the roster may play. All eligible players must be listed on the SSCI waiver/roster form; players must have a parent signature if the player is under the age of 18.

**Proof of Identification:** SSCI will accept any of or combination of the following

- School issued ID card
- Driver's license
- Passport

**Player Equipment:** All players must wear the same colors to distinguish themselves from other teams. T-shirts, jerseys, or beach wear will work. Shoes and shin guards are not allowed. Socks, beach soccer socks and tape are legal suggestions. All games will be played with a provided standardized Sand Soccer tournament ball. Jersey numbers are not required.

**Referees:** The referee is responsible for control of the game and his/her decisions regarding facts connected with play are final. Yellow cards and red cards will be enforced. If a player receives a red card he/she must leave the vicinity of the court of play and shall also be denied participation in that team's subsequent match including quarters, semi's or finals.

**Duration of the Game:** 2 - 12 minute halves with a 2 minute halftime

Win = 3 points

Tie = 1 point

Loss = 0 points

**The Start of Play:** A flip of a coin decides which team will kick off. Each team must stay in its own half of the field and the defending players must be at least 5 yards from the ball when it is kicked. After a goal, the team scored upon will kick off. After halftime teams will change sides and the kickoff will be taken by the opposite team to that which started the game. A goal cannot be scored directly from a kick off. A player from the same team must touch the ball first.

**Tie Game:** In the event of a tie between two teams after the game is complete, the game will be declared a tie. In the event of a tie during the playoffs there will be a 3 minute golden goal period. If the game is still a draw then there will be a shootout to determine the winner.

**Shootouts:** Shootouts will consist of 5 shooters from each team. After the five shooters have shot, the team with the most goals wins. Shooters do not have to be on the field of play to participate in the shootout. In the event that the teams are tied after 5 shooters, the kicks will go 1 for 1. All players on each team must kick before any individual player kicks for a second time.

**Offsides:** THERE ARE NO OFFSIDES!

**Kickoffs:** All free kicks including corner kicks are DIRECT. Kick-ins and throw-ins from sidelines are INDIRECT. Kickoffs are INDIRECT. Any ball played out of bounds on either touchline will result in a throw in or kick in for the team that did not touch the ball last. On any free kick there is a 6 second rule. If the team awarded the kick does not play the ball in 6 seconds the other team will gain possession of the ball at the spot of the foul.

**Goalkeepers:** Goalkeepers may handle the ball anywhere within eight yards of their goal. Goalkeepers are allowed to handle the ball if a teammate plays the ball back to them. Goalkeepers must throw balls in for goal kicks. No punting is allowed. Goalkeepers may not throw the ball into the opposition's goal. If this takes place the opposing goalkeeper will be granted possession of the ball and no goal will be granted.

**Advancing out of Bracket:** The tie-breaker rules are as follows:

- 1) Team with the most points
- 2) Head-to-head
- 3) Goal differential – max +5
- 4) Shootout

**Free Kicks (cone rule):** The referee will award a DIRECT Free Kick (from which a goal can be scored directly against the defending side) where a foul has been committed. The player who received the infraction must take the free kick.

**Positioning of Players During Free Kicks:** There will be no walls. All opposing players must remain at least 5 yards away from the kicker. If the infraction is committed in the kicking team's defensive end of the court, an imaginary "no man's land" sector will be established from the point of the foul to each opponent's goal post. Players of both teams will remain outside of this zone until the Free Kick is taken. If the infraction is committed in the kicking team's offensive end of the court, players of both teams must position themselves behind, or on the same line as the ball placed at the point where the foul was committed.

**Forfeits:** Any team found to have played with an ineligible player (not on roster, red carded player, etc) or violating any registration criteria shall have their games subject to forfeiture and not eligible for any playoffs unless specifically authorized by tournament directors. The team forfeiting shall be declared the loser by a score of 0-3.

**Spectators:** All participants and spectators must also abide by all rules set forth by the beach/park and city that the event takes place. No games will be protested after the completion of the game. The referee and tournament officials will have the final say on any disputes and will treat each situation in the fairest and most logical way.

**SAFETY AND FUN ARE OUR OBJECTIVES!**