



BEACH SOCCER RULES & REGULATIONS

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1. SCOPE AND OBJECTIVE

The Rules of Competition (RoC) are set by Football Queensland (FQ) as the Competition administrator for Beach Soccer QLD (2022) and the governing body for Football in Queensland. They are intended to provide clarity for the playing format for the Beach Soccer Carnival as well as the matchday procedures and disciplinary processes if required and are intended to be read and delivered supplementary and in accordance with the Beach Soccer Laws of the Game as determined by International Football Association Board (IFAB).

2. COMPETITION ADMINISTRATOR

- (a) The Competition Administrator for the Beach Soccer Carnival is Football Queensland. FQ will appoint an operations contact at the venue for the carnival. FQ will prepare the schedule and fixture list for all matches. Each team's officials will be responsible for their own game day operations.
- (b) Football Queensland reserves the right to rule on any interpretation of the Rules of Competitions (RoC) if any dispute arises.
- (c) The results will be recorded in SportsTG by FQ at the end of each day of fixtures.

3. ELIGIBILITY PLAYERS

- (a) All participants must be registered using the National Registration System (PlayFootball)
- (b) Teams are limited to a maximum of twelve (12) players
- (c) Teams are allowed a maximum of 5 players on the field.
- (d) Teams are allowed unlimited substitutions. (Maximum of 7 reserves on the bench).

4. UNIFORMS AND JEWELLERY

- (a) All teams competing in the Beach Soccer Carnival are required to nominate their team colours to Football Queensland prior to the Carnival commencing.
- (b) Teams should all wear the same colour t-shirt. Numbered jerseys are required.
- (e) Bibs must be worn by subs, and it is to be different in colour to the playing shirt
- (f) Jewellery is not permitted to be worn at any time on the field of play or during the match.
- (g) All players are to play with bare feet. Footwear is not permitted. Elastic binding or strapping is permitted if it does not fully cover the feet, ankles or toes.

5. COMPETITION RULES

5.1. Competition Details

- (a) The Beach Soccer Carnival fixtures will be conducted in the following divisions:
 - Men
 - Women/Mixed
- (b) All matches will be played in accordance with [Beach Soccer Laws of the Game](#) as determined by IFAB unless otherwise written in this Rules of Competition.

5.2. The Playing Area & Goals

- (a) The field will be marked out to be 35m x 26m, with goals 5.5m wide x approx. 2m high.

5.3. 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

A goal cannot be scored directly from a kick-off.

Procedure:

- (a) All players must be in their own half of the pitch
- (b) The opponents of the team taking the kick-off must be at least 5m from the ball until the ball is played and is moved forward
- (c) The ball must be stationary on the imaginary point in the middle of the imaginary halfway line
- (d) The referee positioned on the touch line opposite the teams' benches gives the signal to take the kick off
- (e) 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 touches the sand

After a team scores a goal, provided that the period has not ended, a kick-off is taken by the other team.

6. FREE KICKS & STOPPAGES

6.1. Free Kicks (All free kicks are Direct)

- (a) Types of free kick

Free kicks are awarded to the opposing team of a player, substitute, sent-off player or team official guilty of an offence. There are two types of free kick in beach soccer:

- Free kick in the opposing team's half
 - Free kick from a team's own half or from the centre of the pitch
- (b) If a team commits a foul in the final quarter of the field marked by the yellow flag (PA) then a penalty kick shall be awarded to be taken from the penalty spot, 9m out and directly in front of goal.
- (c) If the free kick is taken in the half of the pitch of the team that committed the offence, every player must be:
- On the pitch;
 - At least 5m away from the ball until it is in play (apart from the kicker);

- Behind an imaginary line level with the ball that runs parallel to the goal line (apart from the defending goalkeeper), so that they do not obstruct the kicker. No player except the kicker may cross this imaginary line until the ball is in play.
- (d) If the free kick is taken in the half of the team that did not commit the offence, or from the centre of the pitch, all players must:
 - Be on the pitch;
 - Leave an imaginary area free between the ball and the corner flags on either side of the defending team's goal, apart from the defending goalkeeper.
 - In addition, the defending-team players must be at least 5m away from the ball until it is in play.
- (e) The four-second count must be shown clearly by one of the referees when a free kick is taken.

Procedure

- The players may not form a wall.
- The player taking the free kick must be clearly identified.
- If the offence was a foul, the player who was fouled must take the kick, unless this player has been seriously injured, in which case it must be taken by the substitute who replaces the fouled player.
- If the offence was not a foul, e.g. handball, the free kick may be taken by any player or substitute of the team taking the kick.
- The player taking the kick may make a small mound of sand with their 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.
- Additional time must be allowed for a free kick to be taken at the end of each period (including extra time); in such situations, the referees allow the defending goalkeeper to be replaced by an outfield player or an eligible substitute, although in the latter case, the substitution procedure must be followed.
- If a free kick enters the kicker'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.
- If the ball becomes defective after hitting one of the goalposts or the crossbar and does not enter the goal, the referees do not order the free kick to be retaken; they stop play and restart it with a dropped ball.

6.2. General

- If, after the ball is in play, the goalkeeper who took the goal clearance touches the ball again before it has touched another player, a free kick is awarded. The free kick will be taken from the place where the offence occurred, provided that this was in the opponents' half of the pitch. If the offence was committed in the offending team's half, the free kick will be taken from the centre of the pitch.

- If the goalkeeper commits a handball offence:
- a free kick to be taken from the place where the offence was committed is awarded if the offence occurred outside the goalkeeper's penalty area;
- a free kick from the centre of the pitch is awarded if the offence occurred inside the goalkeeper's penalty area.
- If the goal clearance is not taken within four seconds, a free kick is awarded to the opposing team, to be taken from the centre of the pitch. When a goal clearance is taken, if any opponents are inside the penalty area because they did not have time to leave, the referees allow play to continue.
- If an opponent who is in the penalty area when the goal clearance is taken, or who enters the penalty area before the ball is in play, touches or challenges for the ball, the goal clearance is retaken.
- If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal clearance is retaken and the offender may be cautioned or sent off, depending on the offence.
- For any other offence, the goal clearance is retaken. If the offence is committed by the team taking the clearance, the four-second count is not reset and continues once the goalkeeper is ready to retake the clearance.

7. GOALKEEPERS & GOAL CLEARANCE

7.1 Changing the Goalkeeper

Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match.

Any player may change places with the goalkeeper; however, this player must do so during a stoppage in the match and must inform the referees before the change is made.

A player or substitute replacing the goalkeeper must wear a goalkeeper's shirt with the player or substitute's own number on the back. Competition rules may also stipulate that a player acting as a flying goalkeeper must wear the same colour as the main goalkeeper's shirt

7.2 Goal Clearance (Goal Kick)

A goal clearance is awarded when the whole of the ball passes over the goal line on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may not be scored directly from a goal clearance. If the ball directly enters the goal of the team whose goalkeeper took the goal clearance, a corner kick is awarded to the opponents. If the ball directly enters the goal of the team that did not take the goal clearance, the said team is awarded a goal clearance.

Procedure

- The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.
- The ball is in play when it is thrown or released and clearly moves.
- The ball must be put into play within four seconds of the team being ready to put the

- ball into play or the referee signalling that the team is ready to put it into play
- Opponents must be outside the penalty area until the ball is in play

8. THROW-IN/KICK-IN & CORNER KICKS

A kick-in/throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the ground or in the air, or when the ball hits the ceiling while in play on an indoor pitch.

A goal cannot be scored directly from a kick-in/throw-in

Procedure

There are two types of procedure:

- Kick-in
- Throw-in

All opponents must stand at least 5m from the point on the touchline where the kick-in/throw-in is to be taken.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.

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 kick-in/throw-in is ready or not.

If the ball does not enter the pitch from a kick-in/throw-in, the referees order a player from the opposing team to take it.

If a player, while correctly taking a kick-in/throw-in, deliberately kicks/throws the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

The kicker/thrower must not touch the ball again until it has touched another player.

Kick-in

At the moment of delivering the ball, the kicker must:

- stand facing the pitch;
- have part of each foot on the touchline or on the ground outside the touchline;
- kick the ball, which must be stationary, either from the touchline – at the point where it left the pitch – or from the ground outside the pitch near the touchline.
- If the kick-in is not taken from the touchline, the ball is in play as soon as it enters the pitch. If the kick-in is taken from the touchline, the ball is in play as soon as it clearly moves.

Throw-in

At the moment of delivering the ball, the thrower must:

- stand facing the pitch;
- have a part of each foot on the touchline or on the ground outside the touchline;

- throw the ball with both hands from behind and over the head from the point where it left the pitch.

The ball is in play as soon as it enters the pitch.

Corner Kicks

A corner kick is awarded when the whole of the ball passes over the goal line on the ground or in the air, having last touched a player of the defending team, and a goal is not scored. A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Procedure

- The ball must be placed in the imaginary corner area closest to the point where the ball passed over the goal line.
- The kicker may make a small mound of sand using their feet or the ball to raise the position of the ball.
- The ball must be stationary and is kicked by a player of the attacking team.
- The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.
- The ball is in play when it is kicked and clearly moves; it does not need to leave the imaginary corner area.
- The corner flag post must not be moved.
- Opponents must remain at least 5m from the imaginary corner arc until the ball is in play

9. DETERMINING THE OUTCOME OF A MATCH

9.1. Determining a Goal

A goal is scored when the whole of the ball passes over the imaginary goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.

If the goalkeeper throws the ball directly into the opponents' goal, a goal clearance shall be awarded. No goal

If one of the referees signals a goal before the ball has passed wholly over the imaginary goal line (between the goalposts, as stipulated in Law 1) and immediately realises that an error has been made, play is restarted with a dropped ball.

9.2. Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match will be decided by kicks from the penalty mark. There will not be extra time in the group round series.

When the competition rules require there to be a winning team after a drawn match the only permitted procedures for determining the winning team are:

one period of extra time not exceeding three minutes.

The competition rules must stipulate the duration of extra time;

kicks from the imaginary penalty mark.

A combination of the above procedures may be used.

In this case, and if the match is a league match, points will be awarded as follows:

Win at the end of the third period: three points to the winning team

Win following kicks from the imaginary penalty mark: two points to the winning team

10. DURATION OF MATCHES

- (a) Games will consist of 3 x 6 minutes thirds with a 2-minute breaks between thirds. No clock stoppages will be made except under exceptional circumstances. Such circumstance will be at the sole discretion of the Referee.
- (b) No time-outs are allowed.
- (c) If a game commences late then it still must finish at the scheduled time. Equal minutes will be deducted from each half.
- (d) If a team is more than 5 minutes late, they will deemed to have forfeited the match.
- (e) Extra time maybe played in the finals not exceeding 3 minutes

11. RETURN SUBSTITUTIONS (INTERCHANGE)

- (a) The Beach Soccer Carnival will utilise the use of rolling interchange (return substitutions).
- (b) There is no limit on the number of substitutes a team can make during the game.
- (c) Substitutions can be made at any time.
- (d) All substitutes should wear a bib while sitting on the bench or warming up.

12. MATCH OFFICIALS

- (a) Football Queensland will be responsible for the allocation of match officials for the carnival.

13. ABANDONED MATCHES

- (a) In the event of a match being abandoned before full-time due to adverse weather or any other cause which neither team nor the match officials have control, the match result at the time of the abandonment will be declared the final result.

14. FINALS

- (a) The Grand Final will be conducted between the 1st and 2nd place of the group stage
- (b) If the game is drawn at the end of normal time, the winner will be decided by kicks from the penalty mark

15. DISCIPLINARY ACTION

- (c) Any rough play, abusive language, bickering or challenge to the referee's authority will not be tolerated.
- (d) Any deliberate foul or deliberate dangerous behaviour may result in a warning or immediate send-off depending on referee's discretion. The idea is to play a safe game to minimize injuries and maximize fun.
- (e) A substitute may replace a player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after their team has served a two-minute numerical reduction), provided that the substitute

has the authorisation of the referee, 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 or four against three and the team with the greater number of players scores a goal, the team with fewer players may be increased by one player.
 - If both teams are playing with three or four players and a goal is scored, neither team is increased until it has served its respective two-minute numerical reduction.
 - If there are five players playing against three and the team with five players scores a goal, the team with three players may be increased by one player only.
 - If the team with fewer players scores a goal, the game continues without any change in the number of players until the two minutes have elapsed, unless the team with the greater number of players subsequently scores a goal in the interim.
- (f) Every red card will be adjusted by Football Queensland Referee and Competitions staff as to the length of suspension which is not limited to the following of the completion of that game to being suspended from the competition
- (g) Severe cases of intolerable behaviour will result in suspension from the game, competition and/or a complete ban, with no refund of registration or match fees already paid
- (h) Kicking or throwing of sand will not be tolerated. Accidental kicking up of sand can result in a free kick at the discretion of the referee.

16. WET/ADVERSE WEATHER PROCEDURE

- (a) In the event of wet or adverse weather, FQ representatives along with the appointed match official will determine in their sole and absolute discretion whether the match is to take place.

17. PHOTOGRAPHY OF PARTICIPANTS

- (a) By participating and attending the Beach Soccer Carnival, participants and spectators give permission for their images to be used by Football Queensland and approved photography personnel on media platforms to report on the event and promote future events. Should a participant or spectator not want to be photographed or recorded, please contact events@footballqueensland.com.au with this request.



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