

Watering Hole - Sand Soccer League

General

The Watering Hole, or any sponsors of the league shall not be held responsible for expenses incurred by a team or club if the league is canceled in whole or in part.

All decisions of the referee are final and binding. The League reserves the right to decide on all matters relative to the league and all decisions are final.

No Protests Are Allowed

In the event of inclement weather, the Watering Hole may reschedule a match, change division structure, reduce match duration or cancel a match.

Registration

All teams shall be allowed a maximum of ten (10) players on their roster.

A minimum of three (3) female players shall be included on each Coed Division team roster, two (2) of which shall be on the field at all times during the match.

Players must be listed on the roster at registration to be eligible to play; no additions are permitted after registration.

A player may compete on more than one team but the League Committee cannot give special scheduling consideration to such circumstances.

Girls may play in Boys Division, but Boys cannot play in Girls Divisions. Players may play UP in age group, but no team can include player playing DOWN in age.

Start of Play

Coaches shall ensure that all players are on scene a minimum of twenty (20) minutes before a scheduled match. A team which cannot field three (3) players at the scheduled start time shall forfeit the match. The team forfeiting shall be declared the loser by a score of 3 goals to none.

If no referee is present within ten (10) minutes of the scheduled start time, the match will be rescheduled unless both teams agree to proceed. If the match proceeds, the score shall stand as played without protest.

League Standings

WIN - 3 pts TIE - 1 pt LOSS - 0 pts

Total points ties will be resolved by the following tie-breakers, in order:

1. Head to Head of two teams tied (disregard if more than two teams tied)
2. Team with the highest goal differential per match up to three (3) goals, positive only.
3. Least goals allowed
4. Total goals scored (up to maximum of 8)
5. If still tied, both teams will proceed to an available field at League's discretion and determine winnery by penalty kicks (see below format)

League/Tournament Overtime

Ties in preliminary games will remain a tie.

For quarter-final, semi-final and final matches, ties will be resolved in the following order:

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1. One 3 minute "golden goal" overtime in which the winner shall be the first team to score a goal
2. Penalty Kicks Shootout. First round to consist of five (5) players from each team kicking. Any players on the team roster may kick. A minimum of two female players must kick in the first round of all Coed divisions. If tied after first round, kicks shall be taken one for one. Players cannot repeat until all eligible players have kicked. A team with a greater number of players than their opponent will 'reduce to equate' in order to use the same number of eligible kickers.

Forfeits

Any team found to have played with an ineligible player (not on roster, red carded player, etc) or violating any registration criteria for any playoffs unless specifically authorized by the League Director or Administrator under unique circumstances. The team forfeiting shall be declared the loser by a score of 0 - 3.

LAWS OF THE GAME

1. Objectives of the Game

The game is provided for leisure, team play, friendship and healthy competition. Fair play is the essence of sand soccer.

2. The Competition Area, the Goals, and the Ball

2.1 Dimensions of the courts: Two sizes will be in use - 35 x 120 feet courts for most divisions. Perimeters will be the sidewalls and playing off the sidewalls will be allowed. Substitutes, team delegates, and other spectators shall remain at least six (6) feet from the touchlines.

2.2 Out of Bounds: Any ball that is kicked over the endline will be the defense's ball for a goal kick. If the ball is kicked into court B from court A, play on court B immediately stops and the team with possession will restart with the ball at center court.

Court A will restart with a kick-in from the sand for the opposing team. A goal cannot be scored on a kick-in and the other team must be 5 yards away to allow a kick-in.

2.3 Ball: All divisions and age groups will play with their age appropriate size ball. The referee shall stop the match and the clock, and replace any ball showing signs of deformity. Dropping the replacement ball at the center of the court restarts the match.

3. The Game: Start, Duration, and its Rules

3.1 Start of Game: The referee will conduct a coin toss, with the winner given the choice of kickoff/court side options. The Kickoff will be made from the center of the court on the referee's whistle. Opposing players must remain at least 5 yards away from the ball. The ball is in play when it is kicked and moved forward. After a goal, the game restarts from the same point. A goal cannot be scored directly from the kickoff, but only after the ball has been kicked and moved forward.

3.2 Duration of the Game: All games shall employ three (3) 11 minute periods, separated by two minute intermissions to exchange ends. A referee's whistle ends each period. After the second period, the referee shall conduct a coin toss with same options as for the Game Start. Should the referee stop for injury or if a team is wasting time, he/she may add extra time at the end of a period.

3.3 How to Win: See tie breaker information in "League Standings" section above.

3.4 Scoring a Goal: A goal shall be scored when the ball entirely crosses over the goal line in the air or on the ground between the goal posts and under the crossbar provided that no

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infringement of the laws of the game has been committed by the team scoring the goal.

3.5 Out of Play: The ball is considered out of play when it has wholly crossed the goal line, gets caught in a net, or leaves the playing field (enters in opposite court).

3.6 Offsides: There are no offsides.

4. Team Formation

4.1 Number of Players: The game is played by two teams of four players on each team. Both teams must have a minimum of three players on the field to start the match. **All players on the roster may compete in each match unless sitting out due to red card from previous match.**

For teams in the Coed divisions, a minimum of three (3) female players shall be included on each team roster. Two (2) of whom shall be on the field at all times during the match. If only one female is available due to injury, the team must play down a player. If there are no females available, the team must play down two (2) players.

4.2 Substitutions: Substitutes can only enter the court during a stoppage of play: goal kicks, kick-ins, and goal scored. Both team substitutes will be entering the court from one endline. This rule is subject to change.

4.3 Entering the Court: If a player breaks rule 4.2 and enters the court before a teammate has left, he/she will receive a yellow card.

4.4 Substitute Infraction: Restart for violation of Rule 4.2 shall be direct free kick from the center of court.

4.5 Minimum Number of Players: The minimum number of players on the court is three (3). The team that remains with less than three (3) players will be declared the loser of that game, regardless of the score at the time that the game was stopped. In this case, the score of the game, for goal average effect, will be 3 - 0 for the winning team.

5. Referees

5.1 Referees: The game shall be officiated by a referee located on the halfway line at the touch line at midfield. His/her decisions are final. The referee will serve as timekeeper, including controlling the 2 minute player-down penalty for a red-carded player. The League Committee shall determine, before the game, or during play, if conditions are suitable for safe play.

5.2 Advantage: Unless there is an absolute goal-scoring opportunity (the ball clearly going into the goal, an attacker has the ball without any defenders between him and the goal), the referee should blow the whistle and stop the match when a foul occurs. This is a different approach than 11-a-side soccer since there are fewer players who are available to "take advantage" when a foul occurs.

6. Player Equipment

6.1 Footwear: Authorized footwear includes bare feet, cotton socks taped to ankles and/or footwraps. Officials will enforce this regulation during pre-match checks. It is strictly forbidden to wear other than what is authorized.

6.2 Uniforms: Uniforms are come-as-you-are. Playing vests will be supplied to one team. Use of plastic goggles for eye protection is allowed.

7. Fouls and Infractions

7.1 Fouls:

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A DIRECT FREE KICK is awarded to the opposing team, if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or trips an opponent
- Grabs, holds, pushes, charges or intentionally obstructs an opponent
- Handles the ball deliberately
- Slide tackles, or jumps at, an opponent
- Plays in a dangerous manner
- **Five Second Rule:** A team cannot have possession inside their own penalty area for more than 5 seconds when not being challenged by an opponent. Result will be a direct free kick from the center of the court.

EXAMPLE: A player or goalkeeper wins the ball from his opponent in the player's defensive penalty area. The opponent does not challenge the defender for the ball but moves up court. The defender or goalkeeper must distribute the ball **out of the penalty area** within 5 seconds or the opposing team will be awarded a direct free kick from the center of the court. The five second rule does not apply when a defender in his penalty area is being challenged for the ball by an opponent.

The referee shall allow play to continue when a team against which an offense has been committed will benefit from such advantage, and shall penalize the original offense if the anticipated advantage does not enuse at that time.

7.2 Yellow Cards: A player is cautioned and shown the yellow card if he/she:

- Commits a reckless foul in the interpretation of the referee
- Displays, by act or word, dissent with the referee's decision
- Exhibits unsporting behavior
- Commits an infraction during a free kick or during a kickoff
- Enters the court during a substitution before the player being replaced has entirely left the court or enters from an incorrect position. (subject to change with 4.2)
- Persistently infringes the Laws of the Game

7.3 Red Cards: A player, substitute or team delegate is shown a Red Card and sent off if he/she:

- Receives a second yellow card in one game
 - Intentionally denies an obvious goal scoring opportunity by fouling an opponent or deliberately handling the ball
 - Is guilty of serious foul play
 - Is guilty of violent conduct
 - Uses offensive, insulting or abusive language

The player must leave the vicinity of the court of play (sight and sound) and shall also be denied participation **in that team's** subsequent match, including the final round of competition (quarters, semi's or finals). The penalized team shall continue to play without a replacement for two (2) minutes. The referee will report the reason why the player was ejected to the League Committee for possible additional sanctions. **Any team found to have played with an ineligible player shall have their game(s) subject to forfeiture.**

7.4 Unsportsmanlike Behavior off the Court: If a substitute player, coach or team delegate commits a serious aggression, or offends any spectator or participant of the game (ie. the referee, players, members of the League Committee), the referee shall display a Red Card and send him/her out of the competition area. The individual's name and reason for suspension will be reported

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to the League Committee for possible additional sanctions.

When play is stopped for unsportsmanlike behavior off the court, restart will be by a direct free kick at the center of the field.

8.0 Free Kick

8.1 Direct Free Kick: A direct free kick will be awarded to the opposing team at the spot where a foul occurred unless it was committed by the defending team in the penalty area in which case a Penalty Kick will be awarded. The player who has been fouled must take the free kick unless seriously injured in which case his/her substitute shall take the kick.

8.2 Positioning of Players During Free Kicks: There will be no walls and *all* players except the one taking the kick must remain at least five (5) yards away from the ball until is in play.

If the infraction is committed in the kicking team's DEFENSIVE END of the court, a "CLEAR ZONE" 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 one of the following occurs after the kick:

1. The ball has touched the ground, or
2. The ball has crossed the goal line between the goal posts (under or above the crossbar), or
3. The opposing goalkeeper has touched the ball, or
4. The ball is played outside of the "CLEAR ZONE."

If the infraction is committed in the kicking team's OFFENSIVE END of the court, players of BOTH teams, except for the defending goalkeeper, must position themselves behind, or even with, the ball placed at the point where the foul was committed. This requirement also applies to free kicks taken from the center of the midfield line.

When taking a Free Kick, Corner Kick, or In-Bounds Kick, a player may make a small mound to elevate the ball's position.

8.3 Free Kick Start: If, after the ball is in play, the kicker touches the ball again before it has touched another player, a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

8.4 Infractions During Free Kicks: If an infraction occurs when a Free Kick is being taken, the following will apply:

- a. If the infraction is committed by the team taking the free kick and the goal is scored, the kick will be repeated.
- b. If the infraction is committed by the infringing team, the free kick will be repeated unless a goal was scored, in which case the goal will stand.

8.5 Injury or Interference Restart: If the game is stopped for an injury or for outside interference the restart will be an indirect free kick from the center of the field by the team in possession at time of stoppage, or a restart as applicable if the ball has been put out of play, ie. corner kick, goal kick, etc.

9.0 Penalty Kick

9.1 Penalty Kick: A penalty kick is awarded if any of the offenses in section 7.1 is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play. In accordance with section 8.0, the player who has been fouled must take the free kick and the ball is placed on the penalty area line directly opposite the center of the goal.

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9.2 Fluid Movement: The player who takes the penalty kick must do it in a continuous movement

9.3 Infractions During Penalty Kicks: If an infraction is committed by the team taking the penalty kick and the goal is scored, the kick will be repeated. If an infraction is committed by the defending team, the penalty kick will be repeated, unless a goal was scored, in which case the goal will stand.

1. Ball In/Out of Play (Touch Lines)

10.1 Out of Bounds: A ball is considered out of play when a ball wholly crosses the touch line. Restart will be by standard kick-in at the point where the ball left the field. Opposing players may approach no closer than five (5) yards from the point at which the restart is taken. A goal cannot be scored off a throw-in or kick-in. The player shall have five (5) seconds to inbound the ball. Any infringements of these requirements will result in a restart for the opposing team.

Youth Soccer Leagues

- 10-11 year olds will start @ 5:30 p.m.
- 12-13 year olds will start @ 6:30 p.m.
- 14-15 year olds will start @ 7:30 p.m.
- 16-18 year olds will start @ 8:30 p.m.

The youth league will be a "KING OF THE BEACH" format. This means all kids will be playing for themselves. (Somewhat like a Futsal Format) Every person will have different teammates each week. The person who has the most wins at the end of the season will be crowned The King of The Beach. The cost of the Youth league will be \$40.00 per player. We have no idea what kind of response we will have to a Youth League. Time slots and age groups may have to be changed a bit so we can have a league.

Adult Leagues

There will be a \$250.00 per team fee for each 10 week season. There will be no nightly player fees just the \$250.00 per team fee. If the Youth League does not come to be, we would like to try an adult King of The Beach League.

LEAGUE START DATES

Adult Leagues will be on Monday nights and Youth Leagues will be on Tuesday nights.

Start dates are November 26th for adults and November 27th for youth.

Give us a test run. November 12th, 13th, 19th & 20th we will have free open to the public soccer. Come on out "kick the tires" and see if this is something you would like to try.

Questions or concerns? Please call Ben Brunette #920.619.6612 or Jason Weier #920.264.4802 and we will do our best to answer questions and work with you.