## Top 12 Beach Soccer Laws

In an effort to help you maximize your experience at Beach Soccer, we have outlined the Top 12 Beach Soccer Rules. Many tournaments may make modifications to these rules, so please read your tournament rules. Please be patient with the referees and other coaches as everyone adjusts.

LAW 3: Substitutions:
Substitutions are unlimited and may be made at any time whether the ball is in play or not. Substitutions must happen in the substitution zone. Player must exit the field before the substitute can enter the field via the substitution zone. Substitute infraction (for which play is stopped): free kick from spot of ball/player or center of the pitch.
LAW 8: Dropped ball restart:
A goal may not be scored directly from a dropped ball. Ball in play when touches the sand/ground. Ball is dropped to one player. Spot of ball when play stopped to a player of team last touched the ball OR if in penalty area to defending goalkeeper.

LAW 10: The Goalkeeper:
may not a score a goal directly by throwing the ball into an opponent's goal.
Law 11: Offside:
there are no offside offences in beach soccer
LAW 12: Team and goalkeeper "four (4) second Rule":
A team has possession of ball in their own penalty area for more than four (4) seconds.
Goalkeeper may not possess of ball in their own half of the pitch for more than four (4) seconds.
LAW 12: Goalkeeper:
may not release the ball from his hands and kicks it before it touches the sand/ground. NO PUNTING.
may not deliberately touch the ball with hand or arm when the ball is returned to him by a team-mate a second consecutive time, including from a header, without the ball having touched an opponent. The first touch with hand or arm may be from a throw-in or kick-in. may not touch ball after returning to the penalty area after playing ball outside the penalty area

LAW 12: Player/substitute send off (Red Card):
Sent-off player may not reenter the game and must leave the vicinity of the field. After a lapse of two minutes or if the team with the most players score a goal, a substitute may replace the sent-off player. The two-minute time with reduced players carries over between periods! If a substitute is sent-off during the substitution procedure or while on the bench, then the number of players is not reduced.
LAW 13: Free Kicks (FK):
A goal may be scored directly against an opponent. Fouled player must take the kick unless injured and substituted, and if substituted only the substitute may take the kick. Player has four (4) seconds to put ball in play. Ball in play when kicked and clearly moves. Kicker may not touch ball a second time.
(A) Free Kick taken from the opponent's half of the field and nearer to the opponent's goal than the half-way line.

The kick is taken from the spot of the foul (except Law 14 Penalty Kick). All other players except the kicker and opposing goalkeeper (in his own penalty area) must be five ( 5 m ) meters from the ball and even or behind the position of the ball.
(B) Free Kicks ("Cone") taken from own half of the field or center of the pitch.

The kick is taken from the spot of the foul or the center of the pitch. All other players except the kicker and the opposing goalkeeper must be five ( 5 m ) meters from the ball and outside of an imaginary "Cone" drawn from the placement of the ball to each corner flag. Ball in play when kicked and clearly moves. Players must not enter the "cone" until the ball is in play. ALL players except the opposing goalkeeper may not touch the ball until it has either exited the "cone", touched the ground, goalposts, cross bar, or the opposing goalkeeper. If a defending player who touches the ball within the "red card zone", drawn from the placement of the ball to the goal, before the ball either exits the "cone", touches the ground, goal posts, crossbar, or the opposing goalkeeper, and whose touch denies a goal or goal scoring opportunity must be sent off.
LAW 14: Penalty Kicks taken from the imaginary penalty mark:
Penalty Kicks are the result for a penal foul committed by an opponent in his own penalty area. A goal may be scored directly from a penalty kick. The ball is placed in the center of the imaginary penalty area line. Ball is in play when it is kicked and moves forward. All players except the kicker and the opposing goalkeeper must be 5 meters from the ball and even or behind the position of the ball. Kicker may not touch ball a second time. Player fouled must take the kick unless injured and substituted, and then only the substitute may take the kick.
LAW 15: Throw-in/Kick-in restarts.
When a ball passes completely over a touch line, the result is an inbound throw-in or kick-in, team's choice, to the opponent.
A goal may not be scored directly from a throw-in/kick-in. Ball is in play when it is kicked or thrown into play. A wall may be formed, but opponents must be five $(5 \mathrm{~m})$ meters from the ball. Kicker/thrower may not touch ball a second time. Once a throw-in/kick-in is selected, the player may not switch.
LAW 16: Goal Clearance.
When the ball goes out of play over the goal line last touched by an offensive player, the result is a goal clearance.
A goal may not be scored directly from a goal clearance. Must be taken by goalkeeper. The goalkeeper must inside own penalty area. Ball in play when thrown or released. Goalkeeper may not touch ball a second time.

LAW 17: Corner Kick.
When the ball goes out of play over the goal line last touched by a defensive player, the result is a corner kick.
A goal may be scored directly against opponent from a corner kick. Ball is in play when it is kicked and clearly moves. A wall may be formed by opponents five ( 5 m ) meters from the imaginary corner arc. Player has four (4) seconds to put ball in play. Kicker may not touch ball a second time.

