



Rules of Competition

Beach Soccer Cup @ The Waterfront Festival

19th – 20th February 2022

Frankston Foreshore Reserve, Frankston



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1. STRUCTURE OF COMPETITION

1.1 COMPETITION FORMAT

The tournament will be played as shown on Table 1

Table 1 - Tournament Structure

	JUNIOR BOYS & GIRLS				Adults	
	U10 Boys	U12 Boys & Girls	U14 Boys & Girls	Youth Boys	Open Age Men & Women	Mens Masters
Player Numbers	5v5 (including GK)					
Field size	30x20m					
Age	Born 2012 or later	Born 2010 or later	Born 2008 or later	Born 2004 or later	Born 2007 or earlier	Born 1987 or earlier
Goal size	5m x 2m					
Ball Size	4	4	5			
Playing Time	2 x 12min					
Max players on the bench	5					
Offside	No					
Club-supplied lines people:	No					
Format	Group games and play-offs					

All rules, contained are based on the FIFA's current 'Beach Soccer Laws of Game', and the Rules of Competition may only be amended by the tournament organising committee.

The current FIFA Beach Soccer Laws of the Game can be found at <https://digitalhub.fifa.com/m/4ff207e04394d6f9/original/-Beach-Soccer-Laws-of-the-game-2021-2022.pdf>

Some rules to note include:

- Unlimited substitutions are allowed and plays can enter an exit the field at any time using the interchange area without requiring the permission of the referee.
- No footwear is to be worn by any player.
- No offside rule applies in Beach Soccer
- Scissor or overhead kicks are a key part of Beach Soccer. Defenders must not interfere with a player attempting to perform this action.
- If a player is fouled then the player that was fouled against must take the free kick/penalty. The ball may be placed on a mound of sand to execute the kick.
- Players can choose to kick in or throw in the ball from the sideline however a goal cannot be scored directly from a kick/throw in. A goal cannot also be scored directly from a goal kick/throw in. Players must take the kick/throw in/corner within 4 seconds of the referee indicating
- If a player is sent from the field with a red card, the team will be permitted to replace the player after 2 minutes of playing time.

AFS reserves the right to modify the playing conditions above to facilitate a suitable competition for a particular age group.



1.2 TEAM POINTS AND FINAL PLACINGS

Match Points are awarded as follows:

- Win 3 points
- Draw 1 point
- Loss 0 points
- Forfeit 3 points and 3-0 to the non-offending team

Final placing of teams after pool games is decided by applying the following:

1. Team with the most points
2. Best Goal Difference
3. Most Goals For
4. Least Goals Against
5. Team with the most wins

If all of the above is equal, then the following will occur:

1. The result of the game between the two equal teams
2. If the teams still cannot be separated, a penalty shoot-out in accordance with FIFA regulations will be used to decide the placings.

1.3 GROUP PLAY-OFFS AND GRAND FINALS

In the event of the Play Offs and/or Grand Final being drawn at full time, a penalty shoot out will be conducted in accordance with FIFA regulations.

2 PLAYER REGISTRATION

2.1 TEAM SHEETS

All players need to be registered via the Cup Manager online system which can be accessed under the Team Login menu on the Beach Soccer website www.beachsoccer.com.au

All team sheets must be completed online before your first game. If there are changes to the team sheet throughout the tournament, they need to be made at least 60 minutes prior to a game.

Each player is required to have a number on their playing shirt that matches up with the team sheet.

For all divisions, each squad can only have a maximum of 5 players on the bench and only players listed on the team sheet will be allowed to play.

2.2 OVERAGE PLAYERS

For the 2022 Tournament, overage players (or underage in the case of masters divisions) will only be allowed in limited circumstances. These will be assessed on a case by case basis and must be done in writing by emailing registrations@footballskool.com.au at least 5 days before the tournament.

Any age dispensation requests need to be submitted at least 5 days before the tournament once all players in the team are registered. Each application will be treated on a case-by-case basis and approval received via Cup Manager.



Overage players cannot play until they have been officially approved in the Cup Manager portal. Tournament Management reserves the right to apply any conditions it deems reasonable.

Girls are allowed to play in boys' age groups up to two years younger than the age cut off without dispensation. The application will still need to be completed online however will be approved.

Team managers and coaches must ensure all players are the correct age for their age group and have the necessary documentation in case they are required to provide it to prove a player's age. Please refer to section 3.1 for more details.

Players are allowed to participate in more than one team, as long as they are not in the same age group and they meet the necessary age requirements. i.e. an U12 player can play in an U14 and U12 comp but not in two U12 teams

Girls teams are eligible to play in a younger boys' age group at the discretion of Tournament Management. For example, an U14 girls team can play in an U12 boys' age group, where a suitable girls competition is not available. If the next available age group in the boys' competition is not offered, the team may be placed in an alternative category in order to provide the most appropriate level of competition to the teams involved.

2.3 ELIGIBILITY

To be eligible to participate in the tournament players must:

- Comply with the age eligibility as per section 3.2 or be an approved overage player
- As per the State Government mandate, all persons entering the event site will be required to be double-vaccinated with the COVID-19 vaccine to be permitted to enter the event site; unless they have a valid exemption.
- Be registered on an allocated team sheet for a participating team
- Ensure that the team has arranged payment
- Failure to comply with the eligibility criteria may result in the whole team being disqualified and expelled from competition.

2.4 INCOMPLETE SQUAD COMPLIMENTS

Squads with incomplete compliments are still required to participate in their scheduled matches. The opposition team does not have to reduce their numbers accordingly however can choose to do so.

Players from younger age groups can play up an age group in order to lessen this problem.

Players from another team that participates in the same age group cannot be used

2.5 INSURANCE COVER

2.5.1 PUBLIC LIABILITY

AFS has a \$20,000,000 Public Liability Insurance and has ensured the venue that stages match have adequate Public Liability Insurance.



2.5.2 PERSONAL INJURY

The tournament **does not offer** player accident insurance cover to any participant; players, parents and coaches choose to participate in our programs at their own risk and will be liable for the costs that arise from suffering injury whilst participating in the event.

3 TOURNAMENT RULES

3.1 PROOF OF AGE

Each coach/team manager will be required to collect 100 points of ID for every one of their participating players and have copies of these documents at the tournament. If you are asked to provide proof of a player's age you must do so with appropriate documentation that can be in the form of any of the following:

- Passport (100 points)
- Driving licence or Learner's Permit (100 points)
- Birth certificate (50 points) plus any of the following:
 - Student card with photo ID issued by the school (50 points)
 - A recent school photograph with the name clearly shown (50 points)
 - Current library card with a photo (50 points)

Team Managers are entitled to submit ID checks for individual players on opposition teams. Any requests must be done with Event Staff and not directly with the opposition. Please notify event staff before kick-off where possible.

The procedure for ID Checks that **must be** followed:

1. Team Manager is to approach the nearest event staff member and notify them that you would like to formally request an ID Check on a particular player(s).
2. An official ID Check form will need to be completed. A \$50 admin fee will be charged
3. Once the payment has been made, the Team Manager shows the receipt to the staff member. Event staff will conduct the ID check with the team in question.
4. If the player in question provides all necessary documentation, and is found to be of the correct age, the \$50 will not be refunded and proceeds will be donated to charity.
5. Should the player in question not provide the necessary documentation, or is found to be overage, the \$50 will be refunded and that player will either not be allowed to play if the game has not started, or your team will be provided with the points if it is deemed as a forfeit.

Digital or printed copies of the required documents will be accepted provided they are in colour, clear and legible. Please ensure a team official has this available at each match if requested by tournament staff.

Any teams that are found to be providing incorrect documentation or purposely playing older players to gain an unfair advantage will receive a 0-3 loss for any games the older players participated in. The ineligible players will also be disqualified from the tournament and offending teams may be disqualified from the tournament and other affiliated events. These actions may also jeopardise the participation of other teams from the same club at future affiliated events at the discretion of Tournament Management.



3.2 PLAYER UNIFORMS

Each player is required to have a number on their playing shirt that matches up with the team sheet.

All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours. Should uniform colours clash, it is the responsibility of the away team to wear an alternate colour.

It is the responsibility of the away team to change into their strip, if there is still a clash, bibs will need to be used by the away team. Teams can use their own bibs or see the ground marshal in your area to obtain tournament bibs.

Goalkeepers shall wear any colour provided it does not clash with either team's outfield players.

3.3 MATCH BALLS

The tournament will provide match balls.

- Size 4 balls will be used for U10 and U12 boys' and girls' 'competition.
- Size 5 balls will be used for all other age groups

Only the official match balls can be used for official tournament games. The ball must be approved by the referee at the commencement of the match and cannot be changed during that match without the permission of the referee.

3.4 REFEREES

Referees will be provided for all matches.

All the decisions of the match referee are final and binding as far as the result of a match is concerned, and no protest can be lodged.

Under no circumstances are supporters allowed to approach, question or criticise referees during the tournament.

It is the responsibility of the Team Manager to ensure that their team and supporters do not engage in abusive behaviour towards referees.

Any misconduct towards referees will not be tolerated and may result in teams losing points or being disqualified from the tournament and may affect future participation of teams from the same club. Any serious incidents will also be reported to FV for extra action to be taken.

3.5 ASSISTANT REFEREES

No assistant referees will be required for this tournament

3.6 EVENT OFFICIALS

There will be Event Officials tournament apparel located on the fields to enable easy identification in case information needs to be relayed or clarification needs to be provided to coaches, parents or referees.

Any higher-level issues can be directed towards the Information Desk.



We ask all players, coaches, supporters and parents to respect and work with event officials to ensure a better experience for all involved in the tournament. Players, officials and supporters found displaying aggressive or abusive behaviour towards Event Officials may be subject to disciplinary action.

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3.7 TECHNICAL AREAS

All fields will have clearly designated technical areas. These areas will be clearly identifiable by permanent or temporary fencing and/or ropes as well as signs.

Each team will be provided 3 ID lanyards for a coach, assistant coach and team manager to enter the Technical Areas for their respective game. Event officials will only grant access into the Technical Areas to those who are clearly displaying an official lanyard.

Team Officials (coaches and managers), with official event lanyards, are allowed within the technical areas however cannot enter the field of play unless approval is given by the referee (such as to attend an injured player).

Spectators are not permitted to enter the technical area at any time and will have full view of the games from behind the ropes or fences. Spectators will be required to stand clear of clearly marked out technical areas and must comply with any requests by the referee or AFS staff in regards to this. If unsure of where the technical area is located below approach the closest AFS staff member.

When permitted players or officials enter the technical areas, they may only do so via the clearly designated gates.

These rules are to ensure the game is able to proceed without obstruction and in a safe environment for players, team officials and referee. Please ask your supporters to respect the Technical Areas and all officials.

3.8 SCORE SIGNOFF

Immediately at the conclusion for each game the event official will obtain the official score from the referee.

The event official will require the coach or team manager from each team to sign off the game card before the score of the game is submitted.

Team officials are reminded not to leave the field without signing off the game card to make the score official.



4 GAMES FORMAT

4.1 FORFEIT

If a team is not on their allocated pitch ready to start, five minutes after their scheduled kick off time, they will forfeit the game, and a 3-0 loss will be listed as the official result for that particular game.

4.2 INJURY TIME

Generally, injury time will not apply however the referee and tournament officials reserve sole rights to add on injury stoppage time at their discretion.

4.3 INTERCHANGE OF PLAYERS

Interchanges may occur at any time without the referees permission provided the player leaving the field has exited the field prior to the incoming player entering the field. Interchanges must occur in the designated interchange area.

Each team can make an unlimited amount of interchanges in any given fixture provided they only have a maximum of 5 players on the bench.

4.4 PLAY-OFF FORMATS

Please refer to the fixtures at www.beachsoccer.com.au for further information on the progression from the group phase to the knock-out stages. Formats will be confirmed once all groups are finalised and will be published prior to the event. Formats may change if teams withdraw close to the event.

5 OTHER IMPORTANT INFORMATION

5.1 EXTREME WEATHER CONDITIONS

In extreme weather conditions, Tournament Management or the appointed match official reserves the right to shorten, postpone, delay or abandon any fixture that in his/her opinion compromises player safety.

In extreme heat conditions, the Tournament Management or the appointed match official reserves the right to include drink breaks at any time during a fixture. Matches may be, shortened, postponed or cancelled as a last resort.

5.2 RED AND YELLOW CARD OFFENCES

Red and yellow cards can be issued during a match at the discretion of the referee to players and team officials. A player who is issued a red card can be replaced after 2 minutes of playing time.

Red card serves an automatic 1-match suspension of the subsequent game. If extreme violent or abusive behaviour is demonstrated, the player/official or coach may be suspended from the tournament.

If the whole team demonstrates repeated abusive behaviour, they will be expelled from the competition and may be banned from future affiliated tournaments at the discretion of Tournament Management.

Yellow cards in different games will not be accumulated for suspension throughout the tournament. However repeat offenders may be suspended at the discretion of Tournament Management.



5.3 CROWD BEHAVIOUR

The tournament takes crowd behaviour seriously therefore inappropriate behaviour from spectators will not be tolerated. Team Managers will be responsible to liaise with their respective team supporters in order to ensure the opposition, referees, tournament staff and other spectators are respected.

Teams and Clubs will be held responsible for their supporter's behaviour. Matches may be forfeited at the referee and/or tournament officials' discretion. Teams may also be deducted points or disqualified from the tournament. Where multiple teams from a particular club are found to be displaying poor behaviour, tournament management reserves the right to suspend whole clubs from future affiliated tournaments.

Under **NO** circumstances are supporters allowed to approach, question or criticise referees during the tournament.

5.4 BLOOD RULE

In the event a player from either team suffers an injury or wound which results in the loss of blood, the appointed match official will request that the injured player receive attention outside the field of play.

Only when the appointed match official is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to re-join the game.

In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change their attire before being permitted to re-join the game.

Should the injured player be required to change their uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

5.5 JEWELLERY

In accordance with FIFA Beach Soccer 'Laws of the Game', a player is forbidden to wear jewellery of any kind. Players wearing jewellery will be required to leave the pitch until such time as the offending jewellery is removed and the player has gained the Match Official's permission to re-enter the playing area.

5.6 FIRST AID

First Aid staff will be on hand for the duration of the tournament provided by contractors of the Frankston Waterfront Festival. Taping and strapping will not be part of the duties of the First Aid Staff. If your team requires assistance from first aid please approach the nearest Tournament Official.

Ambulances may be called by First Aid staff in case of emergency. It is the responsibility of the player parents/guardians to ensure they have adequate ambulance cover.

5.7 ALCOHOL AND SMOKING

The consumption of ALCOHOL is not permitted on the beach. Anyone found consuming alcohol will be instructed to leave the venue.

Smoking will not be permitted around the pitches and should be kept to area designated for this purpose. In the case where there is no designated area; smoking is to be 20 metres away from any pitch when a game is in play and away from other tournament attendees.



6 CODES OF CONDUCT

The below Codes of Conduct shall apply to all players, team officials and supporters at the tournament. By entering or attending this tournament, you agree to abide by the relevant Code of Conduct below.

Any breach of the relevant Code of Conduct shall be subject to disciplinary action by Tournament Management. This may include the offending individuals, teams and/or clubs being suspended and/or expelled from the premises and not be allowed into future affiliated events or programs.

6.1 PLAYERS' CODE OF CONDUCT

"For the good of the game"

- Winning at all costs isn't everything; at this age learning is more important than winning.
- I will only participate if I'm eligible and of the right age for my relevant team in the competition
- I will only listen to my coaches' instructions during training and games. No one else.
- I will not engage in the use of crude, foul or abusive language that may be deemed offensive or engage in any conduct detrimental to the image of the game when on or off the field.
- I will never argue with the referee and/or assistant referees regarding decisions they make.
- I will treat participants, officials and spectators with respect.
- I will play by the laws of the game.
- I will cooperate with my coach, teammates, and referees and officials at all times.
- I will not use any banned substance or drugs of dependence throughout my involvement in the tournament.
- I will display good sportsmanship at all times.
- I will play for the fun of it and not just to please parents and coaches.

6.2 PARENT AND SUPPORTERS' CODE OF CONDUCT

"For the good of the game"

- Under no circumstances must you enter the field or technical areas at any stage during the tournament
- Provide all correct documentation as requested to prove your child's date of birth and identity
- Do not abuse referees under any circumstances
- Do not abuse the event staff under any circumstances
- Do not coach your child during training sessions and games. That's what the coaches are there for; it sends mixed messages to the players creating confusion.
- Do not interfere with training sessions, stay clear of training and playing areas.
- Cheer on and encourage the players at all times, including the opposition. Applaud good football all-round.
- Winning isn't everything. Players need to develop and at this age learning is more important than winning.
- Remember that children play sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.



- Remember that children learn best by example, applaud good play by all teams.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, your child could not participate.
- Respect the facilities that are being used.
- Keep clear from technical areas, benches and change rooms during games and tournament. This is the ideal time for coaches to teach players without any interference
- Always follow the instructions of the referee and/or tournament staff

6.3 TEAM OFFICIALS' CODE OF CONDUCT

"For the good of the game"

- Do not abuse the referees under any circumstances
- Do not abuse the event staff under any circumstances
- Wear your official tournament accreditation at all times
- Ensure all players are eligible and of the right age and ability level for the competition your team is competing in
- Remember that players participate for fun and winning is only part of the fun
- Never ridicule or yell at players for making mistakes or for not winning games
- Be reasonable in your demands on a player's time, energy and enthusiasm
- Always operate within the rules and spirit of the game and teach your players to do the same
- Ensure that the time players spend with you is a positive experience. All players are deserving of equal attention and opportunities
- Avoid overplaying talented players. Less developed players need and deserve equal playing time
- Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same
- Show concern and caution towards sick and injured players. Follow the advice of a doctor or tournament first aid staff when determining whether an injured player is ready to recommence training or competition games
- Coaches: Obtain appropriate coaching qualifications and keep up to date with the latest coaching practices and the principles of growth development and conditioning of junior players
- Any physical contact with a player should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every player regardless of their gender, sexual orientation, playing ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes
- Set the example. Players look up to coaches as role models. Display behaviours that you want your players to follow.
- Always follow the instructions of the referee and/or tournament staff