



Laws of the Game

Law #1: The Field of Play

All matches will be played on sand at Sunset Bay. Field dimensions measure 15 yards by 20 yards. Cones will be used to designate the touch lines and goal lines. Goals will be placed at the center of each goal line.

Law #2: The Ball

Matches will be played with supplied balls from Red Bull. The balls are subject to change at the discretion of the officials and tournament organizers.

Law #3: The Number of Players

Matches are played by two teams, each consisting of not more than 5 active players. There are no goalkeepers in this tournament. A substitute may enter the field of play with the referee's permission during a stoppage of play. Entrance without permission may result in a caution. Players may enter and exit a match without limit, provided substitutions occur during stoppage and with the permission of the referee.

Law #4: The Player's Equipment

All players must wear a tournament issue t-shirt. Shin guards are optional. The game is designed to play barefoot, so footwear is prohibited.

Law #5: The Referee

Each match is controlled by a referee who has the full authority to enforce the laws of the game. The referee serves as an impartial judge and

timekeeper. The referee may take disciplinary action against players falling afoul of the laws of the game, including the failure to behave in a responsible manner. Decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

Should a referee show two yellow cards to a player during the course of a match, the player is dismissed from the game and also from the remainder of the tournament. Three yellow cards issued to one player throughout the tournament will also result in disqualification of that player for the remainder of the tournament.

Law #6: The Duration of the Match

Preliminary Round: Tournament play begins with a series of round robin matches to determine seeding for the elimination round. Matches in the preliminary round will last two equal periods of 10 minutes or until one team scores 5 goals.

There is no half time interval. If neither team scores 10 goals, the teams will switch sides and play until one team reaches 5 goals or 10 minutes expire. At the end of 20 minutes, the winner is the team with more goals. If the score remains tied, the teams will play one round of sudden death, whereby the first team to score wins.

Elimination Round: Elimination play matches will last two equal periods of 15 minutes or until one team scores 10 goals.

There is no half time interval. If neither team scores 10 goals, the teams will switch sides and play until one team reaches 10 goals or 15 minutes expire. At the end of 30 minutes, the winner is the team with more goals. If the score remains tied, the teams will play one round of sudden death, whereby the first team to score wins.

Allowance for time lost (ie, substitutions, injuries, etc.) is at the discretion of the referee and is NOT guaranteed.

Law #7: The Start and Restart of Play

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match OR if they would like the ball to start.

After a goal is scored, a kick-off is taken at midfield.

The ball is out of play when it has wholly crossed the goal line and/or touch line.

With respect to the ball wholly crossing the goal line:

- Those passing between the goal posts are goals
- Those passing between the goal posts and corner flags are:

(a) Corner kicks, when the defending team touches the ball last. Corner kicks are INDIRECT and must be touched by another player before entering the goal

(b) Goal kicks, when the attacking team touches the ball last. Goal kicks are also INDIRECT

With respect to the ball wholly crossing the touch line:

A kick-in is awarded to the opponents of the player who last touched the ball when the whole ball crosses the touch line, either on the ground or in the air. Kick-ins are INDIRECT. Kick-ins function as throw-ins, which do not exist in this tournament.

Law #8: Additional Rules

- Slide tackling is not permitted and will be cautioned accordingly
- Goalkeeping or defense of the goal is not permitted and violation of that rule is at the discretion of the referee
- Offside does not exist in this tournament
- The referee will enforce any and all FIFA Laws of the Game which are not covered by the changes made on this rule sheet

Law #9: The FUN Rule

The purpose of this tournament is to have fun. **Verbal and/or physical abuse of players, officials, tournament organizers, or staff will not be tolerated.** Any and all disputes will be handled by the tournament organizer and his decision is deemed to be final.