

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 team's substitution zone. Referee must be informed when substituting the goalkeeper. **Player must exit the pitch before the substitute can enter the pitch both via their substitution zone. Substitute infraction (for which play is stopped): free kick from the middle of the halfway line or spot of foul.**

LAW 8: Kick-Offs restarts:

A goal may not be scored directly from a Kick-off. Ball is in play when it is in the air backwards and has not touched the sand or has been moved forward. The ball or feet only can be used to mound the sand. A wall may be formed, but opponents must be five meters from the ball.

LAW 10: The Goalkeeper:

**may not score a goal directly while throwing the ball with his hands;
may not score a goal directly after releasing the ball from his hands and kicking it before it touches the ground;
may score a goal directly by placing the ball on the ground and kicking it.**

LAW 11: Penalty Area "Four second Rule":

A team has possession of ball in their own penalty area for more than four seconds. The opposing team is awarded a direct kick from the middle of the halfway line.

LAW 11: The Goalkeeper:

May not release the ball from his hands and kick it into the air before it touches the ground. NO PUNTING.

LAW 11: Player send-offs (Red Card):

Sent-off player may not reenter the game and must leave the vicinity of the pitch. After a lapse of two minutes or if the team with the most players scores 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 12: Direct Free Kicks (DFK):

**Player fouled must take the kick unless injured and substituted, and then only the substitute may take the kick.
A goal may be scored directly from a direct free kick. The ball or feet only can be used to mound the sand.
Player has four seconds to put ball in play. Ball is in play when it is kicked or touched.**

- (A) Direct Free Kick taken in the opponent's half of the pitch and nearer to the opponent's goal than the half-way line.
The kick is taken from the spot of the foul (except in Penalty Area). All other players except the kicker and opposing goalkeeper (in his own penalty area) must be 5 meters from the ball and even or behind the position of the ball.
- (B) "Cone" – Direct Free Kicks taken in your own half of the pitch or on the middle of the halfway line.
The kick is taken from the spot of the foul or the middle of the pitch. All other players except the kicker and the opposing goalkeeper (in his own penalty area) must be 5 meters from the ball and outside of an imaginary "Cone" drawn from the ball to each corner flag.
**Players must not enter the "cone" until the ball has either touched the ground or the opposing goalkeeper.
Ball cannot be touched while in the air within the "cone", except by the opposing goalkeeper in his own penalty area.**

LAW 13: 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, which would not require the kick to be taken from the middle of the pitch. **A goal may be scored directly from a penalty kick.** The ball is placed in the middle of the imaginary penalty area line. The ball or feet only can be used to mound the sand. 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. **Player fouled must take the kick unless injured and substituted, and then only the substitute may take the kick.**

LAW 14: Ball Inbound 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 an inbound.** Ball is in play when it is kicked or thrown across the touchline. The ball or feet only can be used to mound the sand. A wall may be formed, but opponents must be five meters from the ball. **Once the inbound is selected, the player may not switch. An infraction results in a change of possession at the same location.**

LAW 15: Goal Clearance (Throw).

When the ball goes out of play over the goal line last touched by an offensive player, the result is a goal clearance. Ball is in play when it leaves Penalty area. **Goal may not be scored directly.** The goalkeeper must throw the ball into play from inside his own penalty area. (See above: Law 11 Delay of Game)

LAW 16: Goalkeeper "Double-Pass-Back" Rule.

The goalkeeper may not deliberately touch the ball with his hands or arms 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 may be from an inbound throw-in or kick-in. **Infraction results in the opposing team being awarded a direct kick from the middle of the halfway line.**

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 from a corner kick.** Ball is in play when it is kicked or touched. The ball or feet only can be used to mound the sand. A wall may be formed, but opponents must be five meters from the ball. Player has 5 seconds to put ball in play. **Infraction: goal clearance awarded to the opponent.**