

**TO THE MEMBERS OF FIFA**

Circular no. 1434

Rio De Janeiro, 4 July 2014

SG/jya

**Amendments to the Beach Soccer Laws of the Game – 2014**

Dear Sir or Madam,


In collaboration with the Sub-Committee of The International Football Association Board and the FIFA Refereeing Department, the FIFA Beach Soccer Committee has revised the Beach Soccer Laws of the Game 2014, bringing into line the four official languages of the Fédération Internationale de Football Association.

In the enclosed document, you will find a summary of the main approved amendments to the Beach Soccer Laws of the Game and to the guidelines for referees.

The new FIFA Beach Soccer Laws of the Game come into force immediately. They are to be applied in their entirety by all FIFA member associations.

Yours faithfully,

FIFA

  
Jerome Valcke  
Secretary General

- cc. - FIFA Executive Committee  
- Confederations  
- FIFA Beach Soccer Committee  
- FIFA Referees Committee

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## **AMENDMENTS TO THE BEACH SOCCER LAWS OF THE GAME 2014**

### **LAW 1: THE PITCH**

#### **Pitch markings**

[...]

Marks must be drawn on the goal line and touch line, 5m from each corner area, to ensure that defending players retreat this distance when a corner kick is being taken.

Marks must be drawn on the touch line closest to the teams' benches, 2.5m from the imaginary halfway line and to the right and left, to indicate the maximum distance that shall be observed during substitutions.

Marks must be drawn on the touch line opposite the teams' benches, 5m from the imaginary halfway line and to the right and left, to indicate the minimum distance that must be observed at kick-offs.

Marks must be drawn on each touch line, level with the imaginary penalty area lines, to help the referees identify the penalty areas.

### **LAW 2: THE BALL**

#### **Replacement of a defective ball**

If the ball bursts or becomes defective during the course of a match, play is stopped.

- [...].
- Play is restarted by retaking the kick if the ball bursts or becomes defective while a free kick or a kick from the penalty mark is being taken and does not touch the goalposts, the crossbar or a player, and no infringement is committed.

### **LAW 3: THE NUMBER OF PLAYERS**

#### **Players**

[...]

A match may not start if either team consists of fewer than three players.

[...]

#### **Other matches**

In national "A" team matches, up to a maximum of ten substitutes may be used.

In all other matches, a greater number of substitutes may be used, provided that:

- the competition regulations do not prohibit it;
- the teams concerned reach an agreement on a maximum number;
- the referees are informed before the match.

If the referees are not informed, or if no agreement is reached before the match, no more than ten substitutes are allowed.

#### **Substitution procedure**

A substitution may be made at any time, whether the ball is in play or not. To substitute a player, the following conditions must be observed:

- [...].
- The substitution is completed when a substitute enters the pitch via the substitution zone after passing his bib to the player being replaced, unless this player has had to leave the pitch via another zone for any reason provided for in the Laws of the Game, in which case the substitute shall pass his bib to the third referee.
- [...].

### **Players and substitutes sent off**

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.

A substitute may replace a sent-off player and enter the pitch after two minutes of playing time have elapsed since the sending-off, provided that he has the authorisation of the timekeeper or the third referee (assistant referees), unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

- If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player.
- If both teams are playing with four or three players and a goal is scored, both teams remain with the same number of players.
- If there are five players against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only.
- If the team that scores the goal is the one with fewer players, the game continues without changing the number of players.

## **LAW 4: THE PLAYERS' EQUIPMENT**

### **Undergarments**

Players must not reveal undergarments showing political, religious or personal slogans, images or statements, or any advertising other than the manufacturer's logo.

Players or teams revealing undergarments showing political, religious or personal slogans, images or statements or advertising other than the manufacturer's logo shall be sanctioned by the competition organiser or by FIFA.

## **LAW 5: THE REFEREES**

### **Reserve assistant referee**

In tournaments or competitions where a reserve assistant referee is appointed, his role and duties must be in accordance with the provisions stipulated in the Beach Soccer Laws of the Game.

## **LAW 6: THE ASSISTANT REFEREES**

### **Authority of the assistant referees**

Two assistant referees may be appointed (a third referee and a timekeeper), who must perform their duties in accordance with the Beach Soccer Laws of the Game. They shall be positioned off the pitch, level with the imaginary halfway line and on the same side as the substitution zone. The timekeeper remains seated at the timekeeper's table, while the third referee may perform his duties either seated or standing up.

[...]

### **Powers and duties**

The third referee:

- [...];
- hands a document to the team officials, which indicates when a substitute can enter the pitch to replace a player who has been sent off;
- checks the entry of a player who has left the pitch to correct his equipment;
- checks the entry of a player who has left the pitch due to an injury of any kind;
- checks, together with one of the referees, the correct execution of the kick-offs;
- checks, together with one of the referees, the correct execution of free kicks taken from the imaginary point in the middle of the imaginary halfway line.

The timekeeper ensures that the duration of the match complies with the provisions of Law 7 by:

- [...];
- restarting the stopwatch after a kick-off, a free kick or a penalty kick or once play has restarted following a signal by the referees to stop the watch or following an injury to a player;
- performing the specific duties of the third referee in the event of the latter's absence;
- providing any other information relevant to the match.

## **LAW 7: THE DURATION OF THE MATCH**

### **Ending the periods of play**

The timekeeper indicates the end of each 12-minute period of play with an acoustic signal. After hearing the timekeeper's acoustic signal, one of the referees announces the end of the period or match with his whistle, bearing in mind the following:

- If a free kick has to be taken or retaken, the period in question is extended until the kick has been taken.
- If a penalty kick has to be taken or retaken, the period in question is extended until the kick has been taken.

If the ball has been played towards one of the goals before the timekeeper sounds the acoustic signal, the referees must wait for the kick to end before announcing the end of the period or match with a whistle. The period or match ends when:

- the ball goes directly into the opponent's goal and a goal is awarded; if the ball goes into the team's own goal, a goal is also awarded, unless the goal was scored directly from a free kick, a ball inbound, a goal clearance or a corner kick;
- the ball leaves the boundaries of the pitch;
- the ball touches the goalkeeper or another player in the defending team, the goalposts, the crossbar or the sand, crosses the goal line and a goal is scored;
- the ball touches the goalkeeper or another player in the defending team, the goalposts, the crossbar or the sand, crosses the goal line and a goal is not scored;
- the ball touches another player in the team playing the ball before crossing the goal line of the opposing team, in which case a goal is not awarded;
- the ball touches another player in the team playing the ball before crossing the team's own goal line, in which case a goal is awarded;
- no infringement has been committed that will be sanctioned with a free kick or a penalty kick, or that requires a free kick or penalty kick to be retaken, unless a goal has been scored or advantage has been played.



If an infringement sanctioned with a free kick or a penalty kick is committed during the interval between the timekeeper's acoustic signal and the referee's whistle, the period ends when:

- the ball is not kicked directly at the opponent's goal;
- the ball goes directly into the opponent's goal and a goal is scored;
- the ball leaves the boundaries of the pitch;
- the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team, or any combination of these elements, and a goal is scored;
- the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team, or any combination of these elements, and a goal is not scored;
- no other infringement has been committed that will be sanctioned with a free kick or a penalty kick, or that requires a free kick or penalty kick to be retaken, unless a goal has been scored or advantage has been played.

## **LAW 8: THE START AND RESTART OF PLAY**

### **Kick-off**

#### **Procedure**

- [...].
- The ball is in play as soon as it has been kicked and moves forwards or, if it has been played backwards, as soon as it has been kicked forwards and in the air by a team-mate of the player who took the kick-off before the ball touches the sand.

### **Dropped ball**

#### **Offences and sanctions**

[...]

If, after the ball has made contact with the sand, a player kicks it with one touch directly towards one of the goals and the ball goes directly:

- into the opponent's goal, a goal clearance is awarded;
- into the team's own goal, a corner kick is awarded to the opposing team.

If, after the ball has made contact with the sand, a player kicks the ball with more than one touch towards one of the goals and:

- the ball enters one of the goals, a goal is awarded.

## **LAW 9: THE BALL IN AND OUT OF PLAY**

### **Ball out of play**

The ball is out of play when:

- [...];
- it hits the ceiling, if a match is played on an indoor pitch.

### **Indoor pitch**

The minimum height of ceilings is 4 m and shall be stipulated in the competition rules.

If the ball hits the ceiling while in play, the game is restarted with a ball inbound taken by the opponents of the team that last touched the ball. The ball inbound is taken from the position nearest to the place on the ground above which the ball hit the ceiling (see Law 15: The ball inbound).

## **LAW 10: THE METHOD OF SCORING**

### **Goal scored**

[...]

If, after a goal is scored, the referees realise before play restarts that the team that scored the goal was playing with an extra player or had carried out a substitution incorrectly, they must disallow the goal and restart play with a free kick to be taken by the opponents of the offending player from the imaginary penalty mark (see Law 13: Position of free kick). If the kick-off has already been taken, they take the measures against the offending player provided for in Law 3, but the goal is allowed. The referees report the fact to the appropriate authorities. If the opposing team scores a goal, the referees award a goal and take the measures provided for in Law 3 against the player who committed the offence.

### **Winning team**

The team that scores the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

### **Competition rules**

When the competition rules require there to be a winning team after a match or home-and-away tie, the following are the only permitted procedures for determining the winning team:

- Away goals rule.
- Extra time.
- Kicks from the penalty mark.

In a league match, points will be awarded as follows:

- Win at the end of the third period: three points to the winning team.
- Win at the end of extra time: two points to the winning team.
- Win following kicks from the penalty mark: one point to the winning team.

These procedures are described in the section entitled "Procedures to Determine the Winner of a Match or Home-and-Away".

## **LAW 12: FOULS AND MISCONDUCT**

### **Fouls penalised with a free kick**

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referees to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

A free kick is also awarded to the opposing team if a player commits any of the following offences:

- Holds or prevents an opponent from executing a scissors kick or overhead kick
- Spits or deliberately throws sand at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

[...]

### **Fouls penalised with a penalty kick**

[...]

A penalty kick is also awarded if a player, during an opponent's free kick, touches the ball in his own penalty area between the position of the free kick and the corner flags, and before the ball has touched the posts, the crossbar, the goalkeeper or the sand.

### **Fouls penalised with a free kick to be taken from the imaginary point in the middle of the imaginary halfway line or from where the offence was committed**

#### **a) Free kick from the imaginary point in the middle of the imaginary halfway line**

A free kick is awarded to the opposing team, to be taken from the imaginary point in the middle of the imaginary halfway line, if:

- a team keeps possession of the ball, while it is in play, in its own penalty area for more than four (4) seconds;
- the goalkeeper, after playing the ball with his hands in the penalty area after receiving it from a team-mate, deliberately touches it again with his hands or arms in the same penalty area after a team-mate has played the ball with any part of his body, and without the ball having been touched by an opponent in between the two passages of play;
- the goalkeeper, with the ball in play, releases the ball from his hands and kicks it into the air before it touches the sand;
- the goalkeeper, after playing the ball outside of his own penalty area, returns to his penalty area and touches or plays the ball with any part of his body;
- the goalkeeper touches the ball again with his hands in his own penalty area after he has released it from his possession and before it has touched another player in between the two passages of play;
- a player plays dangerously in his own half;
- a player deliberately obstructs an opponent in the player's own half;
- a player, in his own half, commits against a team-mate any of the ten offences (except deliberate handball) for which a penalty kick is awarded if committed against an opponent;
- a player commits any other offence in his own half of the pitch, not previously mentioned in Law 11, for which play is stopped to caution or dismiss a player.

#### **b) Free kick to be taken from the place where the offence was committed**

A free kick is awarded to the opposing team, to be taken from the place where the offence was committed (see Law 13: Position of free kick), if:

- a player plays dangerously in the opponent's half;
- a player deliberately obstructs an opponent in the opponent's half;
- a player prevents the goalkeeper from throwing the ball with his hands while the goalkeeper is in his own penalty area and with the ball in play;
- a player, in the opponent's half, commits against a team-mate any of the ten offences (except deliberate handball) for which a penalty kick is awarded if committed against an opponent;
- a player commits any other offence in the opponent's half that is not previously mentioned in Law 11, for which play is stopped to caution or send off a player.

### **Disciplinary sanctions**

[...]



Only a player or substitute may be shown the red or yellow card. The relevant card is only shown publicly on the pitch if the match has started. In all other cases, the referees verbally inform the players and team officials of the disciplinary sanction taken.

The referees have the authority to take disciplinary sanctions from the moment they enter the premises where the pitch is located before the start of the match until they leave them.  
[...]

### **Cautionable offences**

A player is cautioned if he commits any of the following seven offences:

- Unsporting behaviour.
- Dissent by word or action.
- Persistent infringement of the Beach Soccer Laws of the Game.
- Deliberately delaying the restart of play.
- Failure to respect the required distance when play is restarted with a corner kick, kick-off, ball inbound or free kick (defenders).
- Entering or re-entering the pitch without the referees' permission, or infringing the substitution procedure.
- Deliberately leaving the pitch without the referees' permission.

A substitute is cautioned if he commits any of the following four infringements:

- Unsporting behaviour.
- Dissent by word or action.
- Deliberately delaying the restart of play.
- Entering the pitch in contravention of the substitution procedure.

### **Sending-off offences**

A player or substitute is sent off if he commits any of the following nine offences:

- [...].
- Deliberately spitting or throwing sand at an opponent or any other person.
- touching the ball in the area between the place from where the opponents are taking a free kick and his team's goal posts before the ball touches the posts, the crossbar, the goalkeeper or the sand.
- [...].

A substitute is sent off if he commits the following offence:

- Denying a goal or an obvious goalscoring opportunity.

### **Decisions**

[...].

2. To sanction a player who prevents an opponent from executing a scissors kick or an overhead kick, the referees shall take the following criteria into consideration:
  - If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches him, a free kick or a penalty kick is awarded against the opponent;



- If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches or plays the ball, a free kick or a penalty kick is awarded against the opponent;
  - If the ball is in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches him or plays the ball, and as a result the opponent is struck by the player executing the kick, the referees do not sanction the player executing the scissors kick or overhead kick, but instead sanction the player who intended to prevent or prevented the kick from being executed;
  - If the ball is not in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and an opponent touches or plays the ball, the opponent has not committed any offence;
  - If the ball is not in the possession of the player who is executing or will execute a scissors kick or an overhead kick, and this player strikes an opponent while executing the kick, he will be sanctioned in accordance with the offence.
3. A player may, in defending a scissors kick or an overhead kick, jump vertically off the ground provided he does not touch the player executing the kick.
  4. Any act of simulation on the pitch that is intended to deceive the referees must be sanctioned as unsporting behaviour.
  5. Kicking the ball away or blocking it with the body deliberately to waste time or to prevent an opponent from playing the ball shall be sanctioned as dangerous play. The referees stop play if they cannot play advantage and continue play with a free kick to the opposing team at the place where the offence was committed, provided this was in the opponent's half of the pitch, or from the imaginary point in the middle of the imaginary halfway line, if the offence was committed in the half of the pitch of the team that committed the offence (see Law 13: Position of free kick).

## **LAW 13: FREE KICKS**

### **Free kicks**

Free kicks are executed according to the following procedure:

- [...].
- If the free kick is taken from the team's own penalty area, the ball is in play when it has been directly kicked out of the penalty area.
- [...].

### **Position of free kick**

- [...]
- b) Free kick from own half or from the imaginary point in the middle of the imaginary halfway line

If a free kick is taken in the half of the team that did not commit an offence, or from the imaginary point in the middle of the imaginary halfway line, every defending player must be:

- on the pitch;
- at least 5m away from the ball until the ball is in play, leaving an imaginary area free between the ball and the corner flags apart from the opposing goalkeeper, who may stay in his penalty area.

If a free kick is taken in the half of the team that did not commit an offence, or from the imaginary point in the middle of the imaginary halfway line, the team-mates of the player taking the kick must be:

- on the pitch;
- clear of an imaginary area between the ball and the corner flags, except for the player taking the kick.

#### **Procedure**

- [...];
- The free kick must be taken within four (4) seconds of the referees' signal to do so.
- [...].

#### **Offences and sanctions**

While a team is taking a free kick from its own half or from the imaginary point in the middle of the imaginary halfway line, and after one of the referees has given the signal for the kick to be taken and while the ball is in play, an offence is committed if any player (except the goalkeeper) touches the ball in the area between the ball and the corner flags before the ball has touched the posts, the crossbar, the goalkeeper or the sand, or has previously left this area:

- if the referees do not apply the advantage rule, the player's team will be sanctioned with a free kick if the offence was committed by a defending player outside of his own penalty area, the free kick to be taken from the place where the ball was touched, or with a penalty kick if the player touched the ball in his own penalty area. If the offence is committed by a team-mate of the player taking the kick and the referees do not apply the advantage rule, they award a free kick against his team, to be taken from the place where the ball was touched if this was in the opponent's half of the pitch, or from the imaginary point in the middle of the imaginary halfway line if the ball was touched in the team's own half of the pitch (see Law 13: Position of free kick). The referees do not take any disciplinary measures, unless a defending player touched the ball in the area between the ball and his own goalposts. In this case, the player is sent off for denying an obvious goalscoring opportunity.

If, during a free kick in a team's own half of the pitch or from the imaginary point in the middle of the imaginary halfway line, and after one of the referees has given the signal for the kick to be taken but before the ball is in play, an opponent does not respect the minimum distance between himself and the ball or enters the area between the ball and the corner flags:

- the kick is retaken and the offending player is cautioned, unless the referees apply the advantage or another infringement is committed that is punishable by a free kick or a penalty kick. If the infringement is punishable by a free kick, the referees decide whether to punish the original infringement or the one committed subsequently. If the second infringement requires disciplinary measures to be taken, the referees issue a second caution or a direct red card, if the infringement committed requires such a sanction.
- [...]

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly out of this area:

- the kick is retaken, but the four-second count is not reset and continues once the player is ready to retake it.

If the team taking a free kick takes more than four seconds:

- the referees award a free kick to the opposing team, to be taken from the place where the game is to be restarted, if it is in the half of the team defending the free kick, or from the imaginary point in the middle of the imaginary halfway line, if the free kick is to be taken from the team's own half of the pitch or from the imaginary point in the middle of the imaginary halfway line (see Law 13: Position of free kick);
- [...].

#### **LAW 14: THE PENALTY KICK**

##### **Offences and sanctions**

- [...]

If, while a penalty kick is being taken, the ball is kicked by a team-mate of the player who had been previously identified:

- the referees stop play, caution him for unsporting behaviour and restart the match with a free kick to the defending team, to be taken from the penalty mark (see Law 13: Position of free kick);
- [...]

##### ***If, after a penalty kick has been taken:***

- [...]

the ball bursts or becomes defective when in play and has not previously touched the goalposts, the crossbar or a player:

- the kick is retaken.

#### **LAW 15: THE BALL INBOUND**

##### **Kick-in**

At the moment of delivering the ball, the kicker:

- kicks the ball, which must be stationary, either from the point where it left the pitch or on the ground outside it at a distance no greater than 25cm from that point;
- delivers the ball within four seconds of being ready to do so.

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the kick-in is ready or not.

##### **Throw-in**

At the moment of delivering the ball, the player taking the throw-in:

- [...];
- delivers the ball within four seconds of being ready to do so;

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the throw-in is ready or not.

#### **LAW 16: THE GOAL CLEARANCE**

##### **Procedure**

- The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so.
- The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team.



If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the goal clearance is ready or not.

### **Offences and sanctions**

If the ball is not thrown directly out of the penalty area from a goal clearance:

- the clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it;
- [...].

### **LAW 17: THE CORNER KICK**

#### **Procedure**

- [...].
- The player taking the kick must deliver the ball within four seconds of being ready to do so.

If the restart of play is delayed for tactical reasons, the referees start the four-second count following a whistle, irrespective of whether the player taking the corner kick is ready or not.

### **PROCEDURES TO DETERMINE THE WINNER OF A MATCH OR HOME-AND-AWAY**

Away goals, extra time and kicks from the penalty mark are the three methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn. Extra time and kicks from the penalty mark are not part of the match, but any disciplinary measures taken during the game remain in force.

### **Away goals**

Competition rules may provide that where teams play each other home and away, if the aggregate score is equal after the second match, any goals scored on the pitch of the opposing team will count double.

### **Kicks from the imaginary penalty mark**

- [...]

#### **Procedure**

- [...].
- Subject to the conditions explained below, both teams take three kicks.
- The kicks are taken alternately by the teams.
- A goalkeeper excluded from taking penalty kicks in order to equate the number of players of his team with that of its opponents, i.e. who is located in his technical area, may replace his team's goalkeeper at any time.
- Before the start of the kicks from the penalty mark, the referee must ensure that an equal number of players from each team eligible to take the penalty kicks remains in the other half of the pitch.

## **INTERPRETATION OF THE BEACH SOCCER LAWS OF THE GAME AND GUIDELINES FOR REFEREES**

### **LAW 1: THE PITCH**

#### **Pitch markings**

It is not permissible to mark the pitch with broken lines.

If a player makes unauthorised marks on the pitch, he must be cautioned for unsporting behaviour. If the referees notice this being done during the match, they stop the match if they decide not to apply the advantage rule, caution the offending player for unsporting behaviour, and restart play with a free kick to the opposing team, to be taken from the position of the ball at the time of the stoppage if the ball was in the opponent's half of the pitch at the time the offence was committed, or from the imaginary point in the middle of the imaginary halfway line if the ball was in the half of the pitch of the team that committed the offence (see Law 13: Position of free kick).

## **LAW 2: THE BALL**

### **Extra balls on the pitch**

If an extra ball enters the pitch while the ball is in play, the referees must stop the match only if the extra ball interferes with play. One of the referees restarts play with a dropped ball on the imaginary point in the middle of the imaginary halfway line, with the third referee assisting him in determining the correct position.

If an extra ball enters the pitch while the ball is in play without interfering with play, the referees must have it removed at the earliest possible opportunity.

## **LAW 3: THE NUMBER OF PLAYERS**

### **Players sent off**

- If a player who commits an offence is sent off for a second caution or directly after the advantage has been applied and his team concedes a goal after the application of the advantage before he is sent off, the number of players in his team is not reduced, as the offence was committed before the goal was scored.
- If a player commits a foul during a break in play or before the start of extra time that results in a red card, either through a second caution or a direct red card, his team begins the next period of play or extra time with one player fewer.

## **LAW 4: THE PLAYERS' EQUIPMENT**

### **Other equipment**

Where head covers are worn, they must:

- be black or of the same main colour as the jersey (provided that the players of the same team wear the same colour);
- be in keeping with the professional appearance of the player's equipment;
- not be attached to the jersey;
- not pose any danger to the player wearing it or any other player (e.g. opening/closing mechanism around neck);
- not have any part(s) extending out from the surface (protruding elements).

## **LAW 5: THE REFEREES**

### **Four-second count when the ball is in play**

Each time that a team is in possession of the ball while it is in play and in their own penalty area, one of the referees must visibly perform the four-second count.

### **Restart of play**

The referees shall especially ensure that restarts of play are carried out quickly and shall not allow play to not be restarted immediately for tactical reasons after a temporary stoppage (ball inbound, goal clearance, corner kick or free kick). In these cases, the four-second count starts and it is necessary to

use the whistle. In cases where the restart does not allow the four-second count (kick-off or penalty kick), the player or players who delay it are cautioned.

## **LAW 12: FOULS AND MISCONDUCT**

### **Offences committed by goalkeepers**

A goalkeeper is not permitted to touch the ball inside his own half of the pitch in the following circumstances:

- If, after playing the ball outside of his own penalty area, he returns to his penalty area and touches or plays the ball with any part of his body.

### **Playing in a dangerous manner**

Playing in a dangerous manner is defined as any action that, while trying to play the ball, threatens injury to an opposing player or himself. It is committed with an opponent nearby and prevents the opponent from playing the ball for fear of injuring himself or the other player.

## **LAW 14: THE PENALTY KICK**

### **Procedure**

- Feinting in the run-up to take a penalty kick to confuse opponents is permitted as part of beach soccer. However, feinting to kick the ball once the player has completed his run-up is considered an infringement of Law 14 and an act of unsporting behaviour for which the player must be cautioned.

## **LAW 15: THE BALL INBOUND**

### **Procedure for infringements**

If the ball does not enter the pitch from a ball inbound, the referees order a player from the opposing team to take it.

## **LAW 16: THE GOAL CLEARANCE**

### **Procedure for infringements**

If, when taking the goal clearance, the goalkeeper does not release the ball from inside his penalty area, the referees order the goal clearance to be retaken, although the four-second count continues from where it was stopped once the goalkeeper is ready to retake it.

It is not necessary for the goalkeeper to be holding the ball in his hands for the referees to start the four-second count, but they must signal the start of the four-second count with a whistle.

## **PROCEDURE TO DETERMINE THE WINNER OF A MATCH OR HOME-AND-AWAY**

### **Kicks from the penalty mark**

#### **Procedure for infringements**

- During the taking of the penalty kicks, the referees do not allow communication devices on the pitch. If the competition regulations permit the use of a camera, it shall be positioned on the side of the pitch opposite the substitution zone, level with the imaginary halfway line and no more than two metres from the touch line.