

Futsal

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

Futsal Laws of the Game, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Teams consist of 5 players, 1 of which is the goalkeeper, but may start and/or play with 4 players. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. The game will end if a team has to drop to less than 3 players due to injury or ejection, regardless of the score.

2. LENGTH OF GAME

- 2.1. Game will consist of two 18-minute halves with running clock, separated by a 2 minute half-time period.
- 2.2. The clock will stop only for injuries. No timeouts will be awarded.
- 2.3. Mercy Rule: If a team is ahead by 10 goals at half time or any point after that in the game or by 5 or more goals with 5 minutes or less remaining in the second half, the game will end. At the same time, if a team is ahead by 4 goals and is deemed to be stalling, the officials have the option to end the game and sportsmanship points may be deducted.
- 2.4. There will be no overtime in regular season play. In the event of a tie in playoffs, a tiebreaker will be conducted as follows:
 - a. There will be one 5 minute Golden Goal period. Coin toss will determine which team will kickoff first.
 - b. If neither team has scored, winner will be determined by penalty kicks taken from the basketball foul line. Kicker will have 5m to kick the ball. Coin toss will determine which team kicks first.
 - c. Teams will take 5 penalty kicks (alternating). If necessary, PKs will continue on a sudden-death basis with a different player taking each kick, progressing through roster of players who participated in the game.

3. FORFEIT POLICY

- 3.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss and result in an automatic 3 for sportsmanship.
 - a. EXCEPTION: The opposing team grants a 10 minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
- 3.2. Should a team be granted the grace period, the following penalties will be assessed:
 - a. Within 5 minutes of game time, opposing team receives 2 goals and starts with the ball.
 - b. Within 5-10 minutes of game, opposing team receives 1 additional goal.
 - c. Final forfeit score is a 3-0 win for opposing team; granted at the end of 10 minute grace period.
- 3.3. If a team takes a win by forfeit without allowing the grace period, the win is recorded as 1-0, with a 4 for sportsmanship.
- 3.4. If neither team is present with at least the minimum number to play, a double forfeit is issued.
- 3.5. Teams are allowed 2 forfeits per season. After 1 forfeit, team is no longer eligible for playoffs. After 2 forfeits, team is removed from league.

4. EQUIPMENT

- 4.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down. Penalty: Team yellow, next offense is a red card.
- 4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
- 4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.
- 4.4. Campus Recreation provides game balls only. Teams must bring their own for warm-up. **Only Campus Recreation balls will be used for games; team balls are NOT allowed.**
- 4.5. All players must wear non-marking rubber-soled athletic shoes. Cleats will NOT be allowed.
- 4.6. Teams must wear shirts that are the same shade of color. Goalkeepers must wear a different colored shirt than either team.
- 4.7. Shin guards are not required, but are strongly recommended. Long socks must be worn to fully cover the shin guards.

5. SUBSTITUTES

- 5.1. Teams may substitute on the fly as long as substitutions are done from the midline and player exits prior to sub entering the pitch.
- 5.2. A goalkeeper may be replaced only on a dead ball and the official must be notified.
- 5.3. The maximum number of substitutes permitted is seven. The number of substitutions that may be made during a game is unlimited.

5.4. If a player has been disqualified (red card or 2 yellows resulting in a red card), he/she will be allowed a replacement if the infraction is not of malicious intent. The player who is disqualified from the game will still be considered ejected.

6. SCORING

6.1. A goal will be awarded when the ball fully crosses the goal line in between the goal posts and under the crossbar, provided it was done legally.

6.2. All goals are worth 1 point.

7. FOULS AND MISCONDUCT

7.1. Direct Free Kicks

- a. Awarded to the opposing team if a player commits any of the following offenses:
 1. kicking or attempting to kick an opponent
 2. tripping or attempting to trip an opponent, either by sliding or by bending down in front of or behind an opponent
 3. jumping on an opponent
 4. charging an opponent
 5. striking or attempting to strike an opponent
 6. pushing an opponent
 7. holding an opponent
 8. spitting at an opponent
 9. sliding in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle), except for the goalkeeper in his own penalty area, provided that he does not endanger the safety of an opponent
 10. touching the opponent before the ball when attempting to win possession
 11. carrying, striking or throwing the ball with one's hands or arms, except for the goalkeeper in his own penalty area
- b. The direct free kick shall be taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case the free kick may be taken from any point inside the penalty area.
- c. These infringements are accumulated fouls.

7.2. Penalty Kicks

- b. Awarded if a player commits any of the aforementioned infringements inside his own penalty area, irrespective of the position of the ball but provided that it is in play. Penalty kicks will be taken from the basketball foul line.

7.3. Indirect Free Kicks

- c. Awarded to the opposing team if a goalkeeper commits any of the following offenses:
 1. after a goal clearance, he touches it again with his hands before the ball has crossed the halfway line or has been touched by an opponent – infraction results in an indirect free kick with ball placed at a spot on the penalty arc closest to the point of infraction
 2. he touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
 3. he touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
 4. he touches or controls the ball with his hands or feet in his own half for more than four seconds
- d. Shall also be awarded to the opposing team if, in the opinion of the official, a player:
 1. plays in a dangerous manner
 2. deliberately obstructs an opponent
 3. prevents the goalkeeper from throwing the ball with his hands
 4. commits any other infringement not previously mentioned in which play is stopped to caution or dismiss a player
- e. The indirect free kick shall be taken from the place where the infringement occurred unless it was caused by the defense in the box. At that point, the ball should be placed on the 3-point arc closest to there the infringement occurred.

8. DISCIPLINARY ACTION

8.1. Cautionable Offenses – A player or substitute is cautioned and shown the yellow card if he commits any of the following offenses:

- a. unsporting behavior
- b. dissent by word or action
- c. persistent infringement of the Laws of the Game
- d. delaying the restart of play
- e. failure to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance
- f. entering or re-entering the pitch without the referees' permission or infringement of the substitution procedure
- g. deliberately leaving the pitch without the referees' permission

8.2. Sending-off Offenses – A player or a substitute shall be sent off and shown the red card if he commits any of the following offences:

- a. serious foul play
- b. violent conduct
- c. spitting at an opponent or any other person
- d. denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (with the exception of a goalkeeper inside his own penalty area)
- e. denying an opponent moving towards the player's goal an obvious goalscoring opportunity by committing an offense punishable by a free kick or a penalty kick
- f. using offensive, insulting or abusive language or gestures
- g. receiving a second caution in the same game

9. ACCUMULATED FOULS

- 9.1. A team can accumulate up to 5 personal fouls during a half. Those accumulated in the second half carry over into overtime. On the sixth and following personal fouls (handling the ball is counted) a direct kick, without a wall, will be taken from the 2nd penalty mark if the foul was committed outside the penalty area. Fouls committed inside the penalty area is an automatic penalty kick.

10. KICK-IN

- 10.1. A kick-in is a method of restarting play.
- 10.2. Goal can be scored directly from a kick-in.
- 10.3. Shall be awarded when the whole of the ball crosses the touchline, along the ground or in the air, or hits the ceiling. Kick-in will take place at the point where ball crossed touchline.
- 10.4. Ball is placed on the touchline and may not be moving. It may be kicked in any direction and shall be deemed in play as soon as it enters the pitch.
- 10.5. Player taking the kick-in shall have one foot on or behind the touchline at the time of the kick and cannot play the ball until it has been touched by another player.
- 10.6. Defenders must be at least 5m away from the point of kick-in.

11. GOAL CLEARANCE

- 11.1. Method of restarting play once the ball has crossed the goal line, having been touched last by the attacking team, and a goal was not scored. Goal may not be scored directly from a goal clearance.
- 11.2. Ball shall be thrown by the goalkeeper from any point inside the goalkeeper's box (basketball lane). All opponents must remain outside the penalty area until ball is in play.
- 11.3. Ball is deemed in play once it is thrown outside the penalty area. Should the ball not clear the penalty area once thrown, the goal clearance shall be retaken. The ball must however touch on its defensive half prior to moving to the offensive side. Penalty: Indirect free kick from the 2nd penalty mark of the offending team's defensive side.
- 11.4. Goalkeeper will have 4 seconds of possession to clear the ball, and may not touch the ball again until it has been touched by an opponent or crossed the halfway line.

12. RULE CLARIFICATIONS

- 12.1. Sliding tackles, or any other move in which a player leaves his feet to play the ball, will not be allowed. A yellow card and direct kick will result. This is also a team yellow/caution. The next player from the same team to slide tackle will receive an automatic red card.
- 12.2. Goalkeeper's Play:
 - a. May not punt the ball! Ball must touch on its defensive half of the pitch prior to moving to the offensive side. Failure to do so will result in an indirect kick from the 2nd penalty mark on the offending team's defensive side.
 - b. May handle the ball inside the goalkeeper's box (basketball lane) only. Violation will result in a penalty kick awarded to the opposing team.
- 12.3. Two ejected players on a team in the same game will result in forfeiture of the game and a 0 sportsmanship rating.
- 12.4. Superstructure Hits: Should the ball hit any structure above the pitch, but located within its boundaries (basketball goal, scoreboard); the ball shall be called dead. A kick-in will be given to the opponent of the team who last touched the ball, to be administered closest to where the ball went out on the touchline.

13. ADDITIONAL COED RULES

- 13.1. Teams consist of 5 players, 1 of which is the goalkeeper. A minimum of 4 players is required to begin the game. The possible combinations are 2m/3w, 3m/2w, 2m/2w.
- 13.2. If a team is reduced to 3 players, due to an injury or being sent out of the game, they are allowed to continue play but a difference of 1 will still apply (2m/1w, 2w/1m).
- 13.3. A female must touch the ball in her team's offensive zone, after the last time the ball crossed the mid-line, before her team may score.
- 13.4. In the case of a penalty kick, the person taking the kick must be of the same gender as the person who was fouled originally. (Example: a female is fouled in the penalty area, the penalty kick must be taken by a female)

- 13.5. If in the overtime period a shootout occurs, teams must alternate shots on goal between male and female. Females must attempt at least 2 shots on goal.