Intramural Futsal Rules

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Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Rules of Play

Federation International of Football Association (FIFA) and United States Futsal Federation (USSF) rules will govern play with the following exceptions:

Team and Equipment Regulations

1. Teams consist of 5 players. Teams will not be limited to a maximum amount on their roster.
   Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you cannot add individuals to the team roster (unless someone is injured). You may not remove players from the roster once they have signed up.
2. You may start and finish a game with 4 players. If for any reason a team has less than 4 players, the game shall be forfeited.
   a. Co-Rec: Teams are made up of two women and two men with goalkeeper being either gender. Teams may start a game with four players, must include one of each gender. Teams cannot play with more than two men or two women at a time. This excludes the goalkeeper who can be any gender.
      i. Example:
         1. You can play with 2 women and one man (excluding keeper) on the court.
         2. You can play with three men (including keeper) and one woman.
3. There will be a mercy rule of eight goals in the last two minutes of the game.
   a. This means when the difference of goals between teams is eight goals or more, the game will end and the current score will be the final score.
b. There will be a mercy rule during tournament play.

4. Shin guards and socks that fully cover the shin guards are required.
   a. It is recommended that the shin guards at least have a Velcro strap that runs around the leg.
   b. They may also have an ankle brace attachment at the base of the shin guard.

5. Shoes that are judged unsafe by the Officials (liable to cause injury to another player) will not be allowed. **No open-toed shoes will be allowed. Shoes must be non-marking tennis shoes.**

6. Teams are encouraged to furnish their own practice balls. Game balls will be provided.
   a. Game balls will not be permitted to use before the game, at halftime, or after the game.

7. **Suspensions:** The Intramural Sports Program Staff reserves the right to extend or retract suspensions for any reason. This includes but is not limited to yellow and red cards, waiver issues, payment issues, and sportsmanship.

**Game Format**

1. Each game will consist of two 20-minute halves. There will be a 2-minute half time break. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a shoot-out).

2. Each team will be permitted one time out each half. These timeouts will not exceed 60 seconds and will not roll over to the next playing period is unused.

3. The Competitive Sports Supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances.

4. Referees will be provided for each game by Campus Recreation. The student staff have jurisdiction over each contest with the authority to eject players, coaches, and/or spectators from the playing area or building for abusing the rules and/or any unsportsmanlike behavior.

5. Teams are expected to be ready to play at their scheduled time. Clock will start at game time.

6. Teams with less than 4 players will be a given a 5-minute leeway. A forfeit will then be assessed to teams with less than 4 players. The game will start as soon as each team has four eligible players, and does not need to go the full five minutes.

7. The leeway will not be given to teams with at least four eligible players.

**Game Rules**

1. The game clock will be stopped for all injuries.

2. Start of play: The choice of which side to defend will be determined by a coin-toss or rock-paper-scissors. The team winning the toss shall have the choice of sides to begin the match.
   a. After a goal has been scored, the game is restarted in exactly the same manner with the kickoff being taken by a player of the team that did not score the goal.
   b. The 2nd half of the game will begin with the teams exchanging halves of the court and the kickoff will be taken by a player of the opposite team that started the game.
   c. A goal **cannot** be scored directly from a kickoff.

3. Substitutions are hockey-style (“flying”) and can be at any time from the team’s sideline only. Players that are subbing must be close enough to give each other a high-five.
   a. Co-Rec: women can only sub for women, and men for men.
4. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a three-minute golden goal followed by penalty kicks if the game is still tied).
   a. After the three-minute golden goal, if there is still a tie, penalty kicks will be taken. Golden goal is defined as a three-minute time period maximum, and the first team to score a goal is declared the winner of the game.
   b. Penalty Kick Regulations for tournament play:
      i. The referee will choose the goal at which all of the kicks will be taken.
      ii. The choice of which team will go first will be determined by a coin-toss or rock-paper-scissors. The team winning the toss shall have the choice of kicking first or second.
      iii. Five kicks will be taken alternately by each team by five different players. The individuals kicking must be on the field at the end of the game. You may not substitute anyone out.
         1. The five players chosen by each team will be the only players to take shots during the entire overtime period. If more than one round of shots is needed, the entire team will shoot before anyone repeats.
         2. During a shoot-out, the gender of the shooters must alternate.
   c. If after both teams have taken five kicks and both sides have scored the same number of goals, the taking of the penalty kicks will continue with another round of five kickers.
   d. The goalkeeper that was playing at the end of the game will be the goalkeeper in the shoot-out.

5. Ball In and Out of Play:
   a. The ball is out of play when it has completely crossed the touchlines or goal lines whether on the ground or in the air. The touch and goal lines are part of the playing court.
      i. The goal lines are those that run along the width of the court at the goal and goal arch.
      ii. The touchlines are the sidelines that run the length of the court.
   b. The ball is in play if it bounces off one of the goal posts or crossbars into the playing field or hits the referee when they are in the field of play.

6. Kick In:
   a. When the whole ball completely crosses over the touch line, either on the ground or in the air. The ball must be kicked in from the exact spot the ball went over the line.
   b. At the moment of delivering the ball, the kicker must place part of each foot either on the touch line or on the court outside the touch line. The ball must be stationary on the touchline.
   c. The ball must be put back into play within 5 seconds of the ball being stationary on the touch line.
   d. The ball is deemed in play as soon as it has traveled the distance of its own circumference. However, the player taking the kick cannot touch the ball a second time until it has been played or touched by another player.
e. The players of the opposing team must be at least 10 feet away from the spot where the kick is being taken from.
f. A goal cannot be scored directly from a kick in. (Kick ins are indirect)

7. Goal Clearance:
   a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air and having been last touched by the attacking team, the goalkeeper standing within their own penalty area shall throw it back into play beyond their own penalty area but not further than the half-way line. The goalkeeper has 5 seconds from the time they pick up the ball to put it back into play.
   b. The ball shall be deemed in play as soon as it leaves the penalty area.
   c. The opposing team must remain outside the penalty area until the ball is in play. The opposing team cannot stand in front of or try to defend the goalkeeper from putting the ball back into play.
   d. If, after having cleared the ball on a keeper throw, the goalkeeper touches it again before it has been touched by another player or receives control of the ball with their hands after being passed the ball by their teammate an indirect free kick will be awarded to the penalty area; in which case, it will be taken from the three-point line closest to where the infraction occurred.

8. Corner Kick:
   a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air and having been last touched by the defensive team, a corner kick will be awarded to the attacking team.
   b. The corner kick is placed exactly on the intersection of the end line (goal line) and the touch line.
   c. Players of the opposing team cannot encroach within 10-feet of the ball until it is in play.
   d. The ball must be put into play within 5 seconds of being stationary at the intersection of the end line and touch line.
   e. The player taking the kick cannot play the ball a second time until it has been touched or played by another player.
   f. A goal can be scored directly from a corner kick. (Corner kicks are direct).

9. Goal Scoring: A goal is scored when the whole ball has passed over the goal line between the goal posts and under the cross-bar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking side.

10. Penalty Kick:
    a. A penalty kick is a free kick taken from the penalty spot (free throw line) on the playing court. All other players with the exception of the goalkeeper and the player taking the kick should be inside the playing court, outside the penalty area, and behind the 10-foot volleyball line.
b. The opposing goalkeeper should take their position on their goal line, between the goal posts, and may not move forward until the ball is kicked.

c. The player taking the kick must kick the ball forward. They cannot play the ball a second time until it has been touched or played by another player.

d. A goal can be scored directly from a penalty kick.

11. Free Kicks:

a. A free kick is classified under two headings: **direct** (from which a goal can be scored directly against the offending side) and **indirect** (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before entering the goal).

b. All of the opposing players must be at least 10 feet from the ball until it is in play whether on the ground or in the air.

c. A player taking the free kick after having kicked the ball cannot touch the ball again until it has been touched by another player.

d. All free kicks (whether direct or indirect) must be taken within 5 seconds. The ball must be stationary on the court and must travel the distance of its own circumference.

12. Advantage:

a. Not all fouls will be blown dead immediately by the referee, or at all.

b. It will be to the discretion of the referee to implement the advantage rule.

   i. If the referee decides to implement the advantage rule, they will proclaim “advantage” at the point of the foul.

   ii. The referee may still blow the whistle to stop play after implementing the advantage rule.

   iii. If the referee decides to implement the advantage rule, they will proclaim “advantage” at the point of the foul.

   iv. If possession is retained after three seconds, no foul will be called and play will continue.

   v. If possession is lost within three seconds of the foul taking place, then the referee will blow their whistle and take the ball back to the point of the foul and restart play with a free kick for the offended team.

   vi. The offended team does not need to lose possession of the ball from the same illegal action that would constitute as a foul.

   vii. If a player would have originally received a yellow card for a foul that the referee called an advantage for, that player will still receive a yellow card at the next dead ball.
f. If the foul results in a red card, there will never be advantage.
   i. The referee will stop play and issue the red card before starting play again.
g. If the foul results in an injury, then there will be no advantage and the injured player
   will be attended to.
   i. Play will resume at the point of the foul with a free kick for the offended
      team.

13. Fouls and Misconduct:
   a. Any players who intentionally commits one of the following offenses will be
      penalized by the award of a **direct free kick** to be taken by the opposing team from
      the place where the infraction occurred. Players may also be given a yellow or red
      card at the discretion of the referee. Two yellow cards (equals a red card) in one
      game is automatically ejected from the game. Players can also receive a red card
      (automatic ejection) for committing any one of the following offenses:
         i. Kicking, or tripping or attempts to trip an opponent.
         ii. Jumps at or throws himself/herself upon an opponent.
         iii. Holds, pushes, or charges an opponent (if done in a violent or dangerous
               manner the player will be carded).
         iv. Strikes or attempts to strike an opponent or spits at them.
         v. Slide tackling in general is not allowed by anyone except the goal keeper
            within their own boundary (3-point arc). A slide is defined as once the players
            knee hits the ground. If the goal keeper leaves their boundary while sliding,
            the other team will receive a direct free kick at the point of where the
            infringement occurred. For all other players, the other team will receive a
            direct free kick at the point of where the infringement occurred.
         vi. Slides in an attempt to cause harm to another player, or slides that are
             reckless or in a dangerous manner could result in a yellow or red card. **No
             sliding is allowed, intentionally or not. A slide is defined as once a player’s
             knee hits the ground.**
            1. However, the goalkeeper will be kept to high standards regarding the
               slide tackle and will not be allowed to blatantly cause harm to any
               player involved. A violation of any of the following will result in a foul.
               a. First contact should be with the ball, and not the opponent.
               b. Shoes need to stay low as to not make any unnecessary
                  contact with the opposing player.
               c. No other part of the upper body may be extended to cause
                  unnecessary contact with the opponent.
         vii. Handles the ball, carries, strikes, or propels the ball with their hand or arm,
            except the goalkeeper in their penalty area.
         viii. If the goalkeeper handles the ball on or outside of their penalty arch line, a
            direct kick shall be awarded to the opposing team.
         ix. Intentionally obstructs an opponent, running between them and the ball
            when they’re not in control of the ball.
x. Should players of the defending team initially commit one of the above offenses within their penalty area, they will be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.

b. A player committing one of the following offenses will be penalized by the award of an indirect free kick to the opposing team, to be taken at the spot of the infraction. Players can also be given a yellow card on repeating offenses. Two yellow cards (equals a red card) in game is automatically ejected from game. Players can also receive a red card (automatic ejection) for committing any one of the following offenses:
   i. Playing in a manner considered by the referee to be dangerous.
      1. Example: high kicks (if contact is made this can also be a direct kick and card able offense)
   ii. Demonstrates by words or actions dissent from a decision of the referees.
   iii. Attempts to take the ball out of the hands of the opposing goalkeeper.
   iv. Charges the goalkeeper except when the goalkeeper has passed outside the penalty area.
   v. Delay of game: intentionally delaying the game as to gain an advantage.
      Players may be issued a card at the discretion of the referee.
   vi. When playing as the goalkeeper and within their own penalty area;
      1. Touches or controls the ball with their hands after it has been deliberately kicked to them by a team-mate.
      2. Following a throw in taken by a player on their own team, the ball is directly passed to the goalkeeper, who touches or controls it with their hands.

c. A player can be ejected from the playing field if, in the opinion of the referee, they:
   i. Are guilty of serious foul play, are guilty of violent conduct, use foul or abusive language, guilty of persisting in misconduct after being cautioned.
      1. Note: If play is stopped by reason of a player being ejected from the playing field for any reason of the above offenses, the game will be started with the award of an indirect free kick to the opposing team.

14. Co-Rec Regulation
   a. Men must touch the ball no more than 5 times consecutively. On the 6th touch, an indirect free kick will be awarded to the opposing team at the spot of the infraction.
   b. If this occurs within the defending teams’ penalty area, an indirect free kick will be awarded to the opposing team at the three-point line closest to the point of the infraction.

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during
tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

**Eligibility Requirements**

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals.usu.edu.

- **Students:** If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- **Faculty and Staff:** If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for $35.61 at the Registrar’s Office.
- **Spouses of Students/Faculty/Staff:** You can purchase a spouse pass at the Registrar’s Office that will give you access to participate for $40.
- **Intercollegiate/Club Sport Athletes:** You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

### Intercollegiate/Club Sports Athletes

<table>
<thead>
<tr>
<th>USU Sport</th>
<th>Club Sport</th>
<th>Intramural Sport</th>
<th># of Participants you can have on IM Team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soccer</td>
<td>Soccer</td>
<td>Futsal</td>
<td>2</td>
</tr>
<tr>
<td>Soccer</td>
<td>Soccer</td>
<td>Soccer</td>
<td>2</td>
</tr>
</tbody>
</table>

**Adding Players**

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

**Sportsmanship Rating System**

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating can do so in a few ways:
• Contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
• Asking the Supervisor at halftime of the game that is currently being played
• Checking online in the “Rankings” area of FusionIM

The sportsmanship rating system is based on the following criteria, but not limited to:

4.0 = Excellent Conduct and Sportsmanship (A)
• Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
• Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

3.0 = Good Conduct and Sportsmanship (B)
• Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
• Teams receiving one unsportsmanlike conduct penalty will receive no higher than a “B” rating.
• A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.

2.0 = Average Conduct and Sportsmanship (C)
• Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty.
  o There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team a “C” in sportsmanship.
• Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
• Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a “2.0” rating.
• Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)
• Team continually dissents the officials and/or opposing team from the court/sidelines.
  o There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team they will be awarded a “D”.

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• Team manager exhibits little or no control over team/spectators or himself/herself.
• Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)

• Team is completely uncooperative; manager has no control over team/spectators/self.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any Campus Recreation facility/equipment.
• At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "0.0" rating during tournament will not be allowed to advance.

Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.