

USU Intramural Futsal Rules

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:

The Game

1. 2 teams of 5 players
2. Minimum to start is 4 players (Co-Rec at least 2 of each gender must be playing at all times)
3. 20-minute halves, the clock does not stop and there are no time outs
4. Teams will have a 5-minute grace period from game time to get required players there

Eligibility

1. Current USU students, faculty and staff, spouses of students/faculty/staff members
2. Players must bring a valid picture ID to EVERY game
 - a. NO ID = NO PLAY, NO EXCEPTIONS
3. Players can only play on one single gender and one co-rec team at the same time
4. Only ONE club soccer player is eligible per roster. Current practice players count towards this limit
5. Current USU varsity soccer players are not eligible to participate in their respective or alike intramural sport, activity, or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
6. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for tryout out for a team.

Equipment

1. NO JEWELRY IS PERMITTED!
2. Game balls and pennies will be provided
3. Proper footwear and attire is mandatory (no cleats!)
4. Any articles that may endanger other players are not permitted (I.e. jewelry, plaster casts)
5. Shin guards are not mandatory, but highly recommended

Playing Area/Kick Ins

1. 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.
 - a. The goal lines are those that run along the width of the court at the goal and goal arch.
 - b. The touchlines are the sidelines that run the length of the court.

2. 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.
3. 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.
4. 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.
5. The ball must be put back into play within 5 seconds of the ball being stationary on the touch line.
6. 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.
7. The players of the opposing team must be at least 10 feet away from the spot where the kick is being taken from.
8. A goal cannot be scored directly from a kick in. (Kick ins are indirect)

Scoring

1. All ties stand at the end of league games
 - a. PLAYOFFS: If tied at the end of regulation there will be a 5-minute overtime (not "sudden death"
 - b. If still tied at the game will be decided by 5 Kicks from the Mark
 - c. Kicks from the Mark will be played out only by the players on the field at the end of the game
 - d. Co-Rec: kicker ratio must be 3:2 in favor of either gender
 - e. If after 5 KFTM teams remain tied, it will go to a sudden death 1:1 kicks, no gender requirement

Substitutions

1. 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.

Kickoffs/Indirect Kicks

1. The kickoff does not have to go forward
2. A goal may be scored directly from the kickoff
3. Kickoff and sides are decided by team captains prior to the start of the game
4. All indirect free kick fouls occurring within the GK area will be an indirect free kick at the nearest spot outside the GK area

Fouls and Misconduct

1. FIFA rules regarding fouls and misconduct will be followed except for the following modifications
 - a. Playing the ball while on the ground is not permitted
 - b. Slide tackling is not permitted

Caution (Yellow) Cards

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement of the Laws of the Game
4. Delaying the restart of play
5. Failure to respect the required distance when play is restarted with a corner kick, free kick or throw in
6. Entering or re-entering the field of play without the referee's permission
7. Deliberately leaving the field of play without the referee's permission

Send Off (Red) Cards

1. Serious foul play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing team, a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick
6. Using offensive, insulting or abusive language and/or gestures
7. Receiving a second caution in the same match

Penalty Kicks

1. 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.
2. 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.
3. 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.
4. A goal can be scored directly from a penalty kick.

Mercy Rule

1. Mercy rule is 10 (ten) goals ahead at half time of anytime during the second half.

Overtime- Playoffs Only

1. If a game ends in a tie, a one 5-minute running clock sudden death period shall be played. Rock, Paper, Scissors will determine possession for the overtime kick-off.
2. If game is STILL tied after sudden death, one shooter from each team will proceed to sudden death penalty kicks and continue to do so where one player from each team kicks until one team scores and the other does not. Kicks must alternate M F M F....

Unified Modifications

1. Minimum of 3 players to start the game
2. Kick-ins will replace all throw-ins when the ball goes out of bounds on either sideline
3. Goal kicks will also be replaced with a throw, any member of the team can throw the ball into play, they must be inside the goalie box
4. Player dominance, no single player shall continually dominate play without involving his/her teammates. This can be dominance through continues field goal attempts and makes or continued dominance on defense (always stealing the ball/blocking opponents). While there is no exact amount, usually if teammates are not involved on 4-5 straight possessions, a warning for player dominance will occur. The player must involve teammates on the next possession or he/she will be forced out of the game
5. No team may ever have more than 3 partners on the field at one time
6. Equal involvement – all players on the active roster are expected to receive an equitable amount of playing time

7. Special Olympic athletes will be required to wear shin guards, partners are highly encouraged

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.

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 average in order to qualify for tournament play. Teams must receive AT LEAST a 3.0 in every tournament game in order to advance.** 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 Coordinator 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

Sport Code	Description
4.0	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	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 this 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	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. 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 this rating 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 this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. 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 this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	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 this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator
--	--

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

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 professional staff members in the Competitive Sports Department. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388