

Intramural Sports Futsal Rules 2016-2017

Men's, Women's and Co-Rec

Participation Warning

There are inherent risks of mental and physical injury in Intramural Sports Futsal; therefore, you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe 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 futsal 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.

Intramural Policies

1. **Eligibility:** All students, student spouses, graduate students, faculty and staff who have paid their campus recreation fee are eligible to participate in intramural sports futsal. (An individual is considered eligible if registered for at least one credit.) If a spouse participates, they must purchase a spouse card from the Card Office before participating. If a faculty or staff participates, they must pay the campus rec fee at the Registrar's office. **Participants must be added, accepted, and appear on the roster by the time of play.**

2. **Bleeding:** During any soccer game, if a supervisor, scorekeeper, or official detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The participant must receive medical attention. In order for the participant to continue to play, the bleeding must be controlled, the wound covered, and clothing changed if needed.

3. **Jewelry:** No jewelry may be worn while participating in intramural sport games. The following is considered jewelry: watches, bracelets, earrings, rings, necklaces, nose rings, chains, and headgear (barrettes, plastic clips, hats, etc.). Note: Head-bands or bandannas may be worn if they are no wider than 2 inches and made of non-abrasive cloth. Athletic tape may be used to cover certain jewelry for specific reason, however the tape is NOT provided by Campus Rec.

4. **Sportsmanship:** Unsportsmanlike conduct will NOT be tolerated. Any participant or spectator may be ejected by any intramural sports staff member from a game and/or playing area at any time without warning for unsportsmanlike conduct.

a. Each time a player and/or spectator is ejected from a **league** game, the player will be ineligible for their next game in that league (i.e. if player is ejected in a men's game, they will miss their next men's game).

b. If a player is ejected during a **tournament** game, that player will miss their next

scheduled game, regardless of what league it is in, and even if the team they were ejected from loses.

c. Any player who receives two or more technical fouls during league and/or tournament play will be required to miss their next scheduled game before he/she can continue to play. For each additional technical foul received, he/she must miss another game.

5. **Identification Requirements:** All participants ***must present their USU ID*** to an intramural sports Supervisor/game **manager** each game. If they do not have their USU ID, ***they will not play. No other forms of ID will be accepted.***

6. **Injured Player(s):** If someone on your team becomes injured, please contact an intramural sports staff member 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 staff has the authority to determine if an injured player will be allowed a substitute.

7. **A player cannot play on two men's, women's, or co-rec teams.** However, a male player can play on a men's and a co-rec team and a female player can play on a women's and a co-rec team.

8. **Intercollegiate and Sport Club Eligibility:** Teams cannot have more than two (2) current or previous year USU soccer varsity or club team members. See page seven of the Intramural Sports

Policies and Procedures Manual for further clarification.

9. **Tournament play:** Tournament games will not be rescheduled for any reason; you must play at the time you are assigned. If you play on more than one intramural sports team, you run the risk of having games scheduled at the same time. The intramural sports staff will not change your game times!

10. **Awards:** All awards must be picked up in the Intramural Sports Office before the last day of the semester.

11. **Refunds:** Contact an intramural sports supervisor about your reason why you need a refund.

Refunds are issued through IM Leagues and you will lose \$.50 due to a processing fee.

12. **Poor Weather:** The intramural sports staff has the right to postpone or cancel games. Cancelled games may or may not be rescheduled due to limited playing space availability.

13. **Protests:** Any team has the right to file a protest. Any protest must be filed by the team captain and within 24 hours of the intramural contest. A \$10.00 protest fee must be paid to the HPER or ARC Service Desk at time of filing the protest. If ruling is overturned, the team will receive their \$10.00 back, but if the ruling stands, they will not receive a refund.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' and spectators' attitudes and behaviors can be assessed. Behavior **before, during, and after** an intramural sports 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 average a 3 sportsmanship rating in league play to qualify for tournament play.
Teams must also maintain a 3-point rating during tournament play.

- The intramural sports staff will determine the score for the teams after each intramural sport contest. Intramural sports staff reserves the right to review and/or change any sportsmanship rating given.

- **Team captains must review and sign each scoresheet following every game to verify their team's sportsmanship rating and score.**

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

4 = Excellent Conduct and Sportsmanship

- Team members cooperate with and demonstrate good sportsmanship toward members of the opposing team, spectators, and ALL intramural sports staff.
- Team captain 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 sports staff member.

3 = Good Conduct and Sportsmanship

- 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 "3" rating.

2 = Average Conduct and Sportsmanship

- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Team captain exhibits minor control over team and/or spectators, but is in control of himself/herself.
- Team fails to appear at their scheduled contest or is unable to produce enough players to form a team.
- Teams receiving multiple unsportsmanlike conduct penalties will receive no higher than a "2" rating.

1 = Below Average Conduct and Sportsmanship

- Team continually dissents to the officials and/or opposing team from the court and/or sidelines.
- Team captain exhibits little or no control over team and/or spectators or himself/herself.
- Teams who have a player rejected will receive no higher than a "1" rating.

0 = Poor Conduct and Sportsmanship

- Team is completely uncooperative; team captain 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.
- Any threatening behavior (verbal or nonverbal) towards any player, spectator, or intramural sports employee.
- Multiple player ejections or causing a contest to be forfeited by any reason other than not having enough players will receive a “0” rating.

Teams receiving a “0” rating during tournament play will not be allowed to advance.

Teams receiving a “1” rating during tournament play must have their captain meet with the Intramural Sports Coordinator and Manager before their next scheduled game.

Teams that do not maintain a 3 sportsmanship rating during each tournament game will be required to meet with the Intramural Sports Coordinator and Manager before their next scheduled game.

Further information can be found in the Intramural Sports Policies and Procedures Manual.

Rules of Play

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

Suspensions: The Intramural 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.

Team Regulations

1. Five players will constitute a team. There are no limits to the number of players a team may have on their roster. Four players are required at the beginning of the game to avoid a forfeit.
2. One time-out per team, per half. They do not carry over. Time-outs are thirty seconds.
3. Additions to the roster may be made throughout league play; however, a player may not play for more than one team in the same division (i.e., men’s, women’s, co-rec). New players must be added to the roster prior to playing. Once you have filled your roster, you will not be allowed to add or remove any players from it. Rosters will be closed once a team’s first scheduled tournament game has finished.

Equipment and Jerseys/Clothing

1. All players must wear appropriate athletic shoes. All players must wear athletic clothing (NO jeans or cargo shorts). If any clothing/equipment is considered dangerous Intramural Sports Staff has the right to declare it illegal.
2. The Intramural Sports Staff will provide the game ball. **Game balls cannot be used**

before or after a game. Teams are encouraged to furnish their own equipment.

3. Players are **required** to wear shin guards.

a. Shin guards must be completely covered by socks and made of material designed to provide a reasonable degree of protection. No Cardboard!

b. Participants will be required to kick their shin guards in front of an Intramural Staff member **before they will be allowed to enter the game.**

4. The intramural sports staff will provide jerseys for team identification; however, **t-shirts with sleeves must be worn under the provided campus recreation jerseys.**

5. Teams are encouraged to supply their own uniforms.

6. Goalkeepers must wear a uniform of a different color which easily distinguishes them from **all** other players.

Playing Time

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. An intramural sports supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances. **A Supervisor can stop the clock if a team appears to be wasting time.**

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

Teams with less than four players will be given a five-minute leeway. A forfeit will then be assessed to teams with less than four players.

4. The duration of either half will be extended to allow the taking of a penalty kick even if normal time has expired.

Officials

A scorekeeper and officials will be provided for each game. The supervisor/scorekeeper/officials 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.

Game Rules

1. The game clock will be stopped for all injuries and time outs.

2. Each team will be allowed one thirty second timeout per half. These timeouts do not carry over. Use them or lose them. Timeouts may be taken after a scored goal, when your goalie has the ball, or when your team is in possession of a free kick.

3. Substitutions are hockey-style ("flying") and can be at any time from the team's sideline only.

4. Start of play:

- a. Paper, rock, scissors is used to determine the choice of team possession. The team that wins paper, rock, scissors will have the choice of the kickoff or the side the team wishes to defend.
- b. 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.
- c. A goal cannot be scored directly from a kickoff.

5. 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).

- a. The referee will choose the goal at which all of the kicks will be taken.
- b. Paper, rock, scissors will determine which team shall take the first kick.
- c. Five kicks will be taken alternately by each team by five different players.
- d. If after both teams have taken five kicks and both sides have scored the same number of goals or haven't score any goals, the taking of the penalty kicks will continue in the same order until one team has scored one goal more than the other team.
- e. Additional penalty kicks can be taken by other players if announced by the official.
- f. The goalkeeper that was playing at the end of the game will be the goalkeeper in the shoot-out.
- g. The players on the court at the end of the tied game are the only players eligible to take penalty shots.
- h. For Co-Rec play the shooters must alternate genders.

6. Ball In and Out of Play:

- a. The ball is out of play when it has completely crossed the sidelines or end lines whether on the ground or in the air. The touch and goal lines are part of the playing 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.
- c. If the ball hits any part of the ceiling, the game will be restarted by an indirect free kick being awarded to the team who did not touch the ball last. The ball will be placed directly under the area where the ball hit the ceiling. If the ball touches the ceiling above the penalty area, the ball will be placed at the top of the three-point line for an indirect free kick.

7. 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)

8. Penalty Kick:

- a. A penalty kick is a free kick taken from the penalty spot 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 at a distance of 16 feet from the penalty spot.
- 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.

9. Goal Scoring:

- a. 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. 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.
- 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 infringement occurred.

11. 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).

12. 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 infringement occurred. Players can also receive a red (automatic ejection) or yellow card for committing any one of the following offenses:

- i. Kicking or attempting to kick, 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 in a violent or dangerous manner;
- iv. Strikes or attempts to strike an opponent or spits at them;
- v. Slides (slide tackle) in an attempt to deny a goal scoring opportunity, slides in an attempt to cause harm to another player, slides reckless or in a dangerous manner. **No sliding is allowed, intentionally or not.**
- vi. Handles the ball, carries, strikes, or propels the ball with their hand or arm, except the goalkeeper in their penalty area;
- vii. Demonstrates by words or actions dissent from a decision of the referees.
- viii. 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 infringement.

- i. Playing in a manner considered by the referee to be dangerous;
- ii. Attempts to take the ball out of the hands of the opposing goalkeeper;
- iii. Intentionally obstructs an opponent, running between them and the ball when they're not in control of the ball;
- iv. Charges the goalkeeper except when the goalkeeper has passed outside the penalty area;
- v. 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 (other than a header);

2. If putting the ball in play, the ball does not bounce or touch another player before it crosses the half line.

3. If the defending team commits a direct kick foul in their penalty area a penalty kick will be rewarded for the opposing team. If the defending team commits an indirect free kick foul in their penalty box the ball will be placed on the three-point line for the opposing team.

4. If the goalkeeper throws the ball passed the halfway line without the ball making contact with a second player or hitting the ground. The ball will be placed on the half line.

c. A player can be ejected from the playing court if, in the opinion of the referee, they:

- i. Are guilty of serious foul play;
- ii. Are guilty of violent conduct;
- iii. Use foul or abusive language;
- iv. Are guilty of persisting in misconduct after being cautioned.

13. 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. Free kicks must be taken within 5 seconds. The ball must be stationary on the court and must travel the distance of its own circumference.

Yellow and Red Cards

- If a player accumulates 2 yellow cards during league play, he or she will be suspended for the next game.

This can include his or hers first tournament game.

- Yellow cards will reset during tournament play.

- If a player accumulates 2 yellow cards during tournament play, he or she will be suspended for his or hers next tournament game.

-If a player receives a red card due to either two yellow cards (in a single game) or a straight red card, he or she will be ejected from his or her current game and suspended, at a minimum, for his or her next game.

Intramural Staff reserves the right to extend a suspension for any reason.

Co-Rec Regulation

The rules stated above will govern play with the following exceptions:

1. 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 players at a time and you must always have at least one males and one females on the court at all times. This excludes the goalkeeper.

a. Example:

i. You can play with four women and one man.

ii. You can play with three men (including keeper) and one woman.

2. During a shoot-out, the gender of the shooters must alternate.

3. 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.