

# **Intramural Sports Futsal Rules**

## **University of Washington**

### **General Rules:**

1. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
2. GAME TIME IS FORFEIT TIME! 4 players from a team must be present on the court at game time for a team not to forfeit.
3. Only a designated team Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score.
4. The supervisor on duty reserves the right to remove any player from competition who has violated any UW Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

### **The Game and Field:**

1. The game consists of two (2) twenty (20) minute halves. The clock will only be stopped for penalty kicks, injuries, and time-outs, in the last minute of the game, or at a referee' or supervisor' discretion. Each team is allowed one (1) timeout per half lasting one (1) minute. Time-outs can be called by the referee during any dead ball situation or if a team' goalie gets possession of the ball at a stoppage. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals with 5 minute remaining in the second half the game will end due to the Mercy Rule.
2. After any dead ball situation, the team has four (4) seconds to put the ball into play; this includes kick-ins, corner kicks, free kicks, and any time the ball enters the goalie area. All kicks from out of bounds will be an indirect kick. There are no goal kicks in futsal as these are called a goal clearance and must come from the keepers hands (they can not put it at /play it from their feet). There is also a strict 4 second count for the goalkeepers whenever they touch the ball in their own half. They have

4 seconds to release the ball from their hands on a goal clearance or their save. They can receive a pass back or play the ball with their feet in the run of play BUT they still only have a total of 4 seconds to either get rid of the ball or cross the midline. (4 second violation penalty is a change in possession to the other team/ indirect free kick).

3. The last minute of the game will be stop time for out of bounds, penalties and at the officials' discretion.

4. There is no overtime in the regular season. In the playoffs, **Games tied will go to a 5 minute golden goal period and if necessary, then decided by penalty kicks. The team that won the initial coin toss will decide to kick or defer during the penalty kicks (3).**

5. Teams must switch sideline benches at half-time.

### **Player Rules:**

1. Players: • Teams consist 5 five players; (4) four field players and one (1) goalie). In order for the game to be official, there must be at least four players present per team. Team player maximum is 10. Open (teams do not have gender specific rules or player ratio requirements, recreational in nature).

2. Substitutions are made on the fly, and **ONLY** directly in front of the team bench. The team bench will be in the teams defensive half of the court. Players may only enter and exit the court in front of the team bench. The player exiting the court must be completely off before the substitute may come on. **Violation of either of these rules will result in an automatic yellow card to the offending player. The clock will not stop for any substitutions.**

3. Out of Bounds • Marked by the court lines. All out of bounds over the sideline will be restarted with a kick in by the opposing team. All Out of bounds over the end line will result in either a corner kick or goal clearance.

### **Fouls:**

1. **THERE IS NO SLIDING!!!** The minimum penalty for sliding is a yellow card.

2. A player receiving a RED card receives an ejection and the team receives an automatic 2-minute penalty, with no replacement. When a goal is scored against their team during a 2-minute penalty, the player may be subbed for.

3. Yellow card fouls include, but are not limited to the following: • Entering or leaving the field of play without the permission of an official • Objecting by word of mouth or action to any decision of an official (dissent) • Sliding • Unsportsmanlike Conduct • Delay of game (including refusing to yield 5 yards on a free kick) • Holding a shirt, short, etc.

4. Red card fouls include, but are not limited to the following: • Taunting, violent conduct, insulting, offensive or abusive language • A second yellow card • Exhibiting violent conduct • Spitting at another person • Deliberately playing the ball in the goalie area to prevent a goal

5. Free Kicks: • All kicks on fouls are direct. • Players must yield 5 yards on all kicks. Failure to do so will result in a yellow card. **There are only three violations that result in an indirect free kick:** violation of the 4 second rule either by the keeper or on a kick and a deliberate pass back to the keeper from their own team that they pick up, and the ball hitting the ceiling or any part of the building structure. Any of these indirect violations committed in the penalty area will result in the kick being taken from the corresponding spot on the penalty arc.

6. Goalies and the Goalie Area • The goalie area is defined • The goalie may use their hands in the goalie area. • ONLY the goalie may play the ball in the goalie area. • The goalie may roll the ball out underhanded or throw overhand and it can cross midfield. **There are no punts or drop kicks.** They may also play it as a field player. • Any indirect free kick awarded inside the goalie area will be taken from the corresponding spot on the penalty arc. • If a defensive player plays the ball in the goalie area, the offense is awarded penalty kick at the foul line. • If an offensive player plays the ball in the goalie area, a goalie distribution results • If the goalie leaves the goalie area, they become a field player, but may only possess the ball for a total of 4 seconds in their own half.

7. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul. Although play will not be stopped when advantage is applied, the foul committed will still count as an accumulated foul.

8. Accumulated fouls. At the 6th direct kick foul of the half (by one team), the restart is a PK from the top of key area. In this type of PK, all players must be behind the ball, the ball must be shot on net, and the ball is live once kicked.

9. Penalty Kicks: • In the event of a tie game in playoffs, all penalty kicks will be taken from the top of the key. • All players on the floor must each take one shot before repeating the order. • Penalty kicks are dead ball situations; rebounds are considered unplayable. • Players not shooting must remain at the team bench. The goalkeeper must remain on the goal line and may only move laterally until the ball is kicked.

10. Deliberate Delay of Game • Teams may not deliberately waste time or delay the game. Doing so is strictly prohibited. • If a team does so, they will be warned, and then subsequently issued a yellow card if the infraction continues.

## **General Participant Play**

1. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Players should consider this rule their warning not to play in a dangerous or reckless manner.