



## Intramural Futsal (Indoor Soccer) Rules- Regulations

Game time is forfeit time!

All players must have current Mason ID. No other identification method will be taken!

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players, or coaches can result in ejection or forfeiture of the game. Spectators must remain in the designated area. Only players and coaches (maximum of two) are permitted in the playing area. The referee shall have the power to make decisions on any matters or questions not specifically covered in the rules.

If a player receives a red card, he/she must contact Adam Huffman before playing in the next game.

### 1. Game Duration

- Each game will consist of 2 twenty minute periods. There will be a half-time period that does not exceed 3 minutes. Within the last 2 minutes of the second period the clock will be stopped, for each possession that the ball leaves the court.
- The clock will be a running clock, only stopping if the head referee feels it is warranted. This could be for an injury, foul, goal, or ball knocked out of the playing area. (No running clock within the last 2 minutes of the second half)
- Each team is granted 1 1-minute time-out per half.
- A team must have possession of the ball in order to call a time-out.
- If at any point in the game, one team goes up by more than 10 goals, the game will be abandoned. With 5 minutes left in the second period, a team is winning by 5 goals or more the game will be abandoned.
- No overtime in regular season play.

### 2. Players

- Each team will have five (5) players, one of which is the goalkeeper. Games will not start unless teams have four eligible players.

### 3. Equipment

- Teams must wear shirts that are the same shade of color. Goalkeepers must wear a different colored shirt than either team. All shirts must have a clearly marked number on them.
- All players must wear shoes. The only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with rubber or a similar material. All shoes must have non-marking shoes.
- ALL PLAYERS MUST WEAR SHINGUARDS.

- Equipment that may be dangerous to another player such as hats, bandannas, and casts are not allowed.
- Jewelry, rubber bands, bands, or strings may not be worn, regardless of religious or sentimental value.
- Balls will be provided. They are official Futsal sized balls, size 4, with a bounce of less than 50 cm when dropped from 2 meters.

#### 4. Substitutions

- Whenever a substitution is made, one of the officials must be notified.
- Unlimited number of substitutions
- A substitution is made when the ball is in or out of play and the following conditions are to be observed:
  - Player must the court must do so from his/her own team's substitution zone.
  - Player entering the court must also do so from his/her own team's substitution zone **BUT NOT UNTIL THE PLAYER LEAVING THE COURT HAS PASSED COMPLETELY OVER THE TOUCHLINE.** (violation of this will result in a yellow card)

#### 5. Scoring

- A goal will be awarded when the ball fully crosses the goal line in between the goal posts and under the crossbar, provided that it was not done in an illegal manner.
- You may only score a goal with foot when the shot is taken outside of the penalty arc. You may score a goal with any other part of the body within arc as long as it is not played by your foot. (violation of this is an indirect free kick awarded to the opposing team)
- All goals are worth 1 point.

#### 6. Fouls and Misconduct

- **Direct Free Kicks-** a DFK is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referees to be careless, reckless, or using excessive force:
  - Kick or attempts to kick an opponent
  - Tackles or attempts to tackle an opponent, either by sliding or by bending down in front of or behind an opponent,
  - Jumps at an opponent;
  - Charges an opponent, even with the shoulder;
  - Strikes or attempts to strike an opponent;
  - Pushes an opponent
  - Holds an opponent;
  - Spits at an opponent
  - Touches the opponent before the ball when attempting to win possession,
  - Handles the ball deliberately, except for the goalkeeper in his own penalty area
- **Penalty Kicks**
  - A penalty kick is awarded if a player commits any of the above offences inside his own penalty area, irrespective of the position of the ball but provided that it is in play.
- **Indirect Free Kicks-** an indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:
  - After releasing the ball from his possession, he receives it back from a teammate without the ball first having passed beyond the halfway line or without it having been played or touched by an opponent;
  - He touches or controls the ball with his hands after it has been deliberately kicked to him by a teammate;
  - He touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate;
  - He touches or controls the ball with his hands or feet in his own half for more than four seconds.

~ An indirect kick is also awarded to the opposing team, to be taken from  
The place where the infringement occurred, if, in the opinion of the

- Referee, a player:
  - Plays in a dangerous manner;
  - Deliberately impedes the progress of an opponent when the ball is not being played;
  - Prevents the goalkeeper from releasing the ball from his hands;

#### 7. Disciplinary Action

- **Cautionable offences:** A player or a substitute is cautioned and shown the yellow card if he commits any of the following offences;
  - Guilty of unsporting behavior;
  - Shows dissent by word or action;
  - Persistently infringes the Laws of the game;
  - Delays the restart of play
  - Fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance;
  - Enters or re-enters the pitch without the referee's permission or infringes the substitution procedure;
  - Deliberately leaves the pitch without the referee's permission
- **Sending-off offences**
  - Guilty of serious foul play;
  - Guilty of violent conduct;
  - Spits at an opponent or any other person;
  - Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (with exception to goalkeeper in his/her own penalty area)
  - Denies an opponent moving towards the player's goal an obvious goal scoring opportunity by committing an offence punishable by a free kick or a penalty kick;
  - Uses offensive, insulting, or abusive language or gestures;
  - Receives a second caution in the same match

#### 8. Kick-in

- A kick-in is a method of restarting play.
- Goal cannot be scored directly from a kick-in
- Is awarded when the whole of the ball crosses the touchline, either on the ground on in the air, or hits the ceiling;
- The ball is placed on the touch line and may not be moving
- It can be kicked in any direction
- Part of the players foot must be on the touchline
- Player has 4 seconds to kick the ball in
- Player taking kick may not touch the ball twice in a row
- Players defending kick-in must be at least 5-meters from the place where the kick-in is taken

#### 9. Goal kicks

- Taken from anywhere within the penalty arc

#### 10. Goalkeeper

- May handle the ball, with the exception to a kick-in directly to him/her or a pass back to the keeper
- Goalkeeper has 4 seconds to throw the ball.
- GOALKEEPER MAY NOT PUNT THE BALL. BALL MUST TOUCH ON ITS DEFENSIVE HALF OF THE FIELD PRIOR TO MOVING TO THE OFFENSIVE SIDE.