

INTRAMURAL FUTSAL RULES

Intramural Futsal games will be played at the CRCE MAC Gym.

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

Table of Contents

- I. General Information
- II. Equipment and Uniform
- III. Game Regulations
- IV. Rule Enforcement

GENERAL INFORMATION

The team captain is responsible for all information contained in the Intramural Rules and 2016- 2017 IM Handbook. www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf

Location: All Intramural Futsal games are played at Intramural Futsal games will be played at the CRCE MAC Gym at 1102 W Gregory Dr. Urbana, IL

Advancing to Playoffs: Teams that meet the following criteria will advance to compete in the playoffs:

- a) Team must have won
 - a. 3 games or more (out of 4) during the regular season = Regular length season
 - b. 2 games or more (out of 3) during the regular season = Shortened season
- b) Team must have an average sportsmanship rating of at least a 3
- c) Team must have completed the online captains quiz
- d) Team must have NO regular season forfeits

Playoff criteria will only be adjusted in situations where facility or weather conditions limit play. It is the captain's responsibility to check their playoff schedules which will be made available on IMLeagues as soon as possible after the regular season has concluded.

Game Time: Game time is the scheduled division time, unless the previous game goes over the allotted time. Schedules can be accessed through the [IM Leagues website interface](#).

- a) Teams should be warmed up and ready to play as soon as the previous game ends on their field
- b) Teams should report to the check in table a minimum of 15 minutes prior to the scheduled game time to sign in

i-card Sign-In Procedures: All players must present a valid i-card in order to participate in an Intramural contest. Upon arrival prior to an intramural contest, all participants must sign in with the Intramurals staff assistant and present their i-card for identification purposes.

Failure to Sign in: If a player is found participating in the contest without having signed in on the official intramural gamesheet and doesn't have their i-card present or are ineligible for the One-Time Exception Policy, said team will forfeit the game and all forfeit fees and consequences will apply. If the participant has their i-card present or has not used their 1 time exception, the team may still play the game with designated disadvantages.

One – Time Exception: The One-Time exception policy is designed so that students who have forgotten their i-card, but are printed on the roster, may still sign-in for their game. Each participant may use this exception policy once per semester. To use the One-Time exception policy the following criteria must be met:

- a) Must be pre-printed on their team roster
- b) Must have a valid government Photo ID (Driver's License, Passport, State issued ID)
- c) Must not have previously used a One-Time Exception during that semester

Roster Policy: An individual is bound to the *first* team that he or she signs into a game for. Participants must sign up on the online roster before 2pm. on the day of the contest (except for Sunday games) or they will not be allowed to sign-in onsite or participate. For Sunday games, players must be added to the roster before 2pm on the preceding Friday. A participant is not formally considered to be on that team's official roster until he or she physically signs in for that team at an actual contest.

- a) No more than 2 members of the U of I Club Soccer Team are permitted to be on an IM roster

IMLeagues Mobile Confirmation: In the event a player has not signed up for their team before the rosters are printed, they may show the Intramural Staff their name on the IMLeagues Roster online. This must be done by an Intramural Supervisor so you will have to be patient and wait until one is available to help out. If you show as ineligible on the mobile site, nothing can be done until the office is opened. IT is highly recommended that you join your team roster before 2pm on the day of your game (2pm on Friday for Sunday games) to ensure your ability to play in the contest.

Defaults: Should a team know in advance that they cannot field a team on a given night; they may avoid forfeit fee and loss of playoff eligibility consequences by contacting the Intramural Office at 217-244-1344, or intramurals@illinois.edu to default their game. All defaults must be called or emailed in before 2:00 PM on the business day of the contest, or before 2pm on the Friday before a Sunday contest. Please make sure to include your name (captain), team name, sport, and the day and time you are playing so that you game can be defaulted properly.

- a) Teams losing by default will lose the contest by the same scoring structure that is applied for forfeits.
- b) Teams losing by default will receive a sportsmanship rating of "C".
- c) Teams losing by default will remain eligible for playoffs.

Forfeit: Teams who are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the following Grace Period Exception

Grace Period Exception: A team may delay its right to win by forfeit and allow the other team a grace period of ten minutes to acquire a properly equipped team.

- a) Once a ten minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the ten minute period passes.
- b) If ten minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then the team that is ready to play must accept the forfeit.
- c) If the forfeiting team is able to obtain the minimum number of properly equipped players before the ten-minute grace period expires, the game shall be started the opposing team shall be given the ball and choice of goal awarded to the opposing team.

Forfeit Consequences: Teams who are assessed a forfeit will

- a) Be charged a \$75.00 forfeit fee.
- b) Is ineligible to advance to the playoffs.
- c) Upon a second forfeit, teams will be assessed a second \$75.00 forfeit fee, and will be removed from the league.
- d) Teams losing by forfeit will lose the contest by a score of 1-0 and a sportsmanship rating of a 0.

Sportsmanship Ratings: In order for a team to qualify for post season playoffs, they must have a 3.0 average in sportsmanship during regular season pool play. Any team receiving an "0" rating during the regular season will be declared ineligible for post-season tournament play.

The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for their opponent and intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning. Upholding high standards of integrity and fair play is of the utmost importance to the Intramural Activities Program. Each participant is accountable for his/her actions, and each team captain is responsible for the actions of the team members as well as team spectators.

Sportsmanship ratings are given to teams after each contest by the intramural manager, supervisors, staff assistants, and game officials. These ratings reflect behavior before, during, and after the contest. The decision reached will be final. Ratings will be given according to the following scale:

4 = Team shows above average conduct and sportsmanship

3 = Team shows average conduct and sportsmanship.

2 = Team shows below average conduct and sportsmanship.

1 = Team shows poor conduct and sportsmanship.

0 = Team has unacceptable conduct and sportsmanship.

Protests: Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgment calls by an official and protests of sportsmanship ratings will not be reviewed. In the case of a rule interpretation, notification of a protest must be made to a game official at the time of the alleged infraction and prior to the next live ball. For protests of player eligibility, a team may protest no more than three participants on any given night. All eligibility protests must be made prior to the end of the contest. Please note that captains cannot protest eligibility or a rule interpretation once the gamesheet with the final score and sportsmanship rating has been signed. **If a protest form has been filed, Captain's and or designated team members should not sign the gamesheet.**

For additional information: Please review the 2016- 2017 IM Handbook
www.campusrec.illinois.edu/intramurals/docs/IM_handbook.pdf

Equipment

All players are required to bring a valid UIUC ID (i-card) to all Intramural games

Jersey Policy: Participants are required to wear their own team shirts during all Intramural contests. For Flag Football, Soccer, Broomball, and Basketball games teams must have a set of home jerseys and a set of away jerseys.

Home jerseys: MUST BE WHITE.

Away jerseys: Must be any color other than white and each member of your team must be wearing the SAME SHADE OF A SPECIFIC COLOR.

- a) This is necessary to ensure that our staff can easily identify team members based on jersey color. Please refer to IM Leagues to see if you are listed as the home team or the away team.
- b) Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest. Intramural Supervisors on duty will have the final say whether a team has acceptable jerseys to begin a contest. Jerseys will not be available for checkout at Intramural games.

Game balls: Futsal soccer balls will be provided by Intramural staff

Shoes: All players must wear non-marking shoes. No boots, sandals, open toe shoes, or cleats will be allowed.

Apparel:

- a. Shin guards are highly recommended

- b. Players may not wear jewelry unless it is a medical alert bracelet. Medical alert bracelets must be taped down with pertinent information still visible.
- c. All players must be dressed in appropriate athletic apparel – shorts, sweat pants, t-shirts, etc. with no exposed metal.
- d. Baseball style hats, bandannas, and sunglasses are not permitted. However, the goalkeeper may wear a soft brim cap. No other headwear with knots or dangerous materials is allowed.
- e. Players may not wear uncovered casts/splints under any circumstances at any time and all pads/braces must be above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.

Game Regulations

The Playing Court: All Futsal games will be played on an indoor court, with dasher boards, and indoor style soccer goals being used in play.

Rosters: Men’s and Women’s: Each team shall consist of 6 players on a side, one being a designated goalkeeper. 4 players are required to start a game.

- a) CoRec: Each team shall consist of 6 players on a side, one being designated a goalkeeper. 4 players are required to start the game.

Males	Females
3	3
2	3
3	2
2	2

- c) **Note: if a player receives a Red Card during a game, a substitute may not enter the game in his or her place and his/her team must play one player short for the duration**
- d) Team rosters are limited to a maximum of 20 players

Timing: The duration of the game shall be 2 equal halves of 15 minutes each, with a halftime of no longer than 3 minutes. This may be shortened if both teams agree and are ready to play. The clock will be a running clock and will only stop for injuries and the LAST MINUTE of each half on dead ball situations.

- a) Time shall be extended to permit the taking of a penalty kick awarded before the sounding of the final whistle to end each half.

Scoring: A goal is scored when the whole of a legally propelled ball has passed over the goal line, between the goal posts and under the crossbar. If the Official's whistle sounds before the ball passes fully into the goal, the goal shall not be allowed.

- i) A goal may be scored directly from a goal kick.
 - ii) A goal may be scored directly from a corner kick.
 - iii) A goal may not be scored if a goalkeeper punts, or dropkicks a ball into other team’s goal
 - iv) A goal may be scored if a goalkeeper throws, kicks, or drops a ball into his/her own goal
- a) A goal MAY be scored from a kickoff.

Time-outs: There shall be no time-outs.

Substitutions: Substitutions are free and unlimited during game play except for the goalkeeper.

- a) Substitutions may be made on the “on the fly,” provided the player being substituted for is within 5 feet of the board doors before the next player comes onto the field. If a player leaves the bench early OR the player coming off the field participates in play a Yellow Card will be assessed.
- b) A player who receives a Red Card must leave the playing area and may not be replaced by a substitute. This means that this player’s team will have one less player on the field for the remainder of the game.
- c) During an injury, both teams may substitute openly. A player that is bleeding must be substituted from the game.
- d) Any player may change places with the goalkeeper, provided that the Official is informed before the change is made and the change is made during a stoppage in play (Penalty: Yellow Card).

Starting the game: Before play begins, a coin is tossed and the team that wins the toss will have the choice of kicking off or deciding which goal to defend. The second half play will begin with a kickoff by the team that did not kickoff to start the game.

- a) After the Referee has given a signal, the game shall be started. The ball is in play when it is kicked and moves.
- b) The kicker may not touch the ball again until it has been touched by another player (Penalty: Indirect Free Kick).

End of the game: Captains are required to check and verify all information by signing the scorecard.

Mercy Rule: Mercy Rule: If a team is up by 7 or more goals at anytime in the second half or if a team is ahead by 5 or more goals during the final two minutes of the game, the game shall be over.

Overtime Procedure: If a game is tied at the end of regulation time the following will happen.

- i) Each team alternates taking five penalty shots. Players may not dribble the ball or play the rebound. If after five penalty shots the game is still tied, one penalty kick will be taken on an alternating basis until an advantage is achieved. Each penalty shot in a shootout must be taken by a different individual. If a team is short players they will be allowed to choose a player to take the fifth shot as long as that player is of the same gender. The goalies must take shots during the overtime. A shooter has 10 seconds in which to shoot the ball after it is put in play by the official. No faking will be allowed. Once the shooter starts a motion towards the ball a shot must be attempted.

Rule Enforcement

Offside: There is no offside rule.

Goalie Fouls:

- a) The goalie may not hold the ball for more than six seconds (Foul: Indirect free kick from the First Blue Line).

- b) The goalie may put the ball in play by either throwing it in or kicking it. If the ball is thrown in it must touch a player, wall, or the floor before it reaches the third line. (Foul: Indirect free kick from mid-court line).
- c) The goalie can use his/her hands only within the penalty area (Foul: Direct kick).
- d) On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands (Foul: Indirect free kick awarded to the opponents at the top of the penalty area).

Slide Tackling: Absolutely no slide tackling allowed (Foul: Red Card ejection).

Indoor Walls: If play becomes potentially dangerous along the dasher boards, the official will stop play, move the ball away from the wall and restart the game with a drop ball.

Legal:

- i) Players may only use one hand on the wall to slow down their momentum.

Illegal:

- i) A player may not use two hands on the walls to gain advantage (aside from standing up).
- ii) A player may not use two hands on the walls to shield an opposing defender, (impeding the progress of an opponent, indirect kick) will be called.
- iii) If player has two hands on the wall because they are forced on the wall by the defender, charging will be called.
- iv) A dangerous charge along the wall (boarding) will result in an automatic Yellow Card.
- v) A violent charge along the wall (boarding) will result in an ejection Red Card.

Ceiling Rules

- a) Whether it was intentional or unintentional (direct or indirect), the indirect free kick will be given at the closest blue line from where the ball was kicked.
- b) There will NEVER be a direct free kick given to the opponent from the result of violating the ceiling rule. This means Penalty Kick should NEVER occur from the ceiling rules.

Slide Tackles

- a) Absolutely no Slide Tackles are allowed. A slide tackle will be called regardless of contact with an opponent, as long as they are within a playable distance of the tackle.
- b) Legal Slide Tackle: A Yellow Card will be shown to the offending player (1-minute power play) followed by an **Indirect Free Kick** given to the opponent.
- c) Illegal Slide Tackle: A Red Card will be shown to the offending player (Send-Off) followed by a **Direct Free Kick** given to the opponent.

Ball In And Out Of Play

- a) The ball is out of play when:
 - i) It has completely crossed the goal line whether on the ground or in the air.
 - ii) The ball goes over the dasher board.
 - iii) The official sounds his/her whistle.
- b) The ball is in play at all other times, including when:
 - i) It rebounds from a goalpost, or crossbar and remains in the field of play.
 - ii) It rebounds off of the official when they are on the field of play.
- c) There will be no whistle to restart play except:
 - i) When a team asks the official for 5 yards.
 - ii) When the ball goes over the dasher board or hits the ceiling, lights, air ducts, etc.
 - iii) When play has been stopped to caution or eject a player.

- iv) For a penalty kick.
- v) When a goal is scored.

Fouls and Misconduct - Free Kicks

- a) Free kicks shall be classified under two types:
 - i) **DIRECT**: from which a goal can be scored directly against the offending side. All direct kicks awarded in the penalty area shall merit a penalty kick.
 - ii) **INDIRECT**: from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before passing into the goal.

- b) Offenses for which a **DIRECT** kick shall be given are:
 - i) Kicking or attempting to kick an opponent
 - ii) Tripping or attempting to trip an opponent
 - iii) Jumping at an opponent
 - iv) Charging an opponent (A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance)
 - v) Striking or attempting to strike an opponent (automatic Red Card and ejection)
 - vi) Pushing an opponent
 - vii) Holding an opponent
 - viii) Spitting at an opponent (automatic Red Card and ejection)
 - ix) Slide tackling an opponent (automatic Red Card and ejection)
 - x) Intentionally handling, carrying, striking, or propelling the ball with a hand or arm
 - xi) Using foul or abusive language directed towards a player or official (Red Card and ejection)
 - xii) Handling by the goalkeeper outside the penalty area

Note: Yellow Cards and Red Cards may also be given for any of the above offenses depending on the severity and intent of the offense

- c) Offenses for which an **INDIRECT** free kick shall be given are:
 - i) Playing the ball a second time before it has been touched by another player at the kickoff, a throw-in/kick-in, a drop kick, a free kick, a corner kick, or a goal kick (Double Touch)
 - ii) Impeding the progress of an opponent (Obstruction without being within a playable distance of the ball)
 - iii) Playing in a dangerous manner (i.e. high kick, playing on the ground)
 - iv) If the goalkeeper takes more than 6 seconds while controlling the ball with their hands before releasing it into play
 - v) If the goalkeeper touches the ball with their hands after it has been deliberately kicked to him/her by a teammate
 - vi) If the goalkeeper touches the ball with their hands after receiving it directly from a throw-in/kick-in taken by a teammate
 - vii) A player prevents the goalkeeper from releasing the ball from his/her hands
 - viii) A player commits any offense for which play is stopped to caution or dismiss a player
 - ix) Kicking the ball so that it passes over the side dasher boards and out of bounds will result in an indirect kick for the opposing team from where the ball passed over the dashers.

- d) When a DIRECT or INDIRECT free kick is being taken, all opposing players shall be at least 5 yards from the ball until it is kicked unless they are standing on their own goal line.
- e) If an INDIRECT free kick is kicked directly into a team's own goal, a corner kick is awarded to the opposing team.
- f) Treat all free kicks to be taken from within a team's own goal area as a goal kick.
- g) An INDIRECT kick to be taken in the goal area by the offense shall be taken from the top of the goal area line.

Fouls and Misconduct - Disciplinary Sanctions

- a) Yellow Card Offenses (1-minute suspension or until scored upon):
 - i) Unsporting behavior
 - ii) Dissent by word or action
 - iii) Persistent infringement of the rules of the game
 - iv) Delaying the restart of play
 - v) Failing to respect the required distance when play is restarted with a corner or free kick
 - vi) Entering field of play before player is within 5 yards of door
 - vii) Goalie change without official's permission
- b) Red Card Offenses (Resulting in an Automatic Ejection):
 - i) Serious foul play
 - ii) Violent conduct
 - iii) Spitting on opponent or any other person
 - iv) Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
 - v) Denies an obvious goal-scoring opportunity to an opponent moving towards the goal by an offense Punishable by a Direct Free Kick foul
 - vi) Using Abusive language and/or gestures
 - vii) Receiving a second yellow card caution in the same match
 - viii) Slide Tackling
- c) Yellow/Red Cards may be shown at the official's discretion when warranted

Kick-Off

- a) A kick-off restarts play after a goal has been scored.
- b) Play becomes live once the referee signals for play.
- c) The ball must be kicked and moved forward for play to be live.
- d) A team may score directly from a kick-off.

Penalty Kick

- a) Awarded for any infringement of the rules, within the penalty area, that would constitute a direct free kick.
- b) A penalty kick shall be taken from the penalty mark. While the kick is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play but behind **The First Blue Line**.
- c) Feinting is not allowed.
- d) Should the kicker score on a penalty kick in which he or she committed a violation, the kick is to be retried and the player warned of his or her violation. If the kicker does not score, the kick is not retried, but the player still needs to be warned for his or her violation.
- e) The opposing goalkeeper may ONLY move laterally on his/her own goal line between the goalposts, until the ball is kicked.
- f) The player taking the kick must kick the ball forward.

- g) Should the ball hit the goalposts or crossbar and rebound into play, the player who kicked the ball must not play it again until it has been touched by another player (Penalty: Indirect Free Kick).
- h) The ball shall be deemed in play directly after it is kicked and moves forward.

The Kick-In

- a) When the ball passes completely over a dasher board, it shall be kicked in nearest to where it left play by the opposing team.
- b) A player shall:
 - i) Place the ball on the ground and proceed to take the kick following the rules of an indirect free kick. The ball shall be in play immediately after it has been kicked and may be played by any player except the one who executes the kick-in. 5 yards shall be given, the same as all free kick situations.
- c) If the ball is improperly kicked into play, a player of the opposing team will be awarded a restart.
- d) If an opponent interferes with or in any way impedes the actions of the kicker while the kick-in is being taken, the official will administer a Yellow Card for Unsportsmanlike Conduct.
- e) Goalkeepers cannot (with their hands) handle a ball that is kicked-in directly to them by their own team.
- f) A goal CANNOT be scored directly from a kick-in. It must touch a member of either team before crossing the goal line to be counted as a goal.
- g) There will be no Drop Balls to restart play.

Goal Kick

- a) A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been touched by the attacking team.
- b) Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
- c) A player of the defending team shall kick the ball from the ground at any point within the goal area. A goal kick must clear the penalty area and enter the field of play or the goal kick will be retaken.
- d) After the goal kick leaves the penalty area, any player except the one who executed the goal kick may play the ball.
- e) Goal kicks are direct free kicks.

Corner Kick

- a) When the ball is last touched by the defending team and goes over the goal line, a member of the attacking team shall take a kick from the corner of the field, nearest to the side the ball left play.
- b) Players of the team opposing that of the player taking the corner kick shall not approach within 5 yards of the ball until it is in play.
- c) After the corner kick is first touched, any player except the one who executes the corner kick may play the ball.
- d) Corner kicks are direct free kicks.