



UC MERCED INTRAMURAL SPORTS

FUTSAL RULES

TEAM SIZE: Team consist of 6 a side with a maximum of 3 varsity players. Teams can start with no fewer than 5 players. There is no limit to the number of subs per team per game. There are no goalies.

ELIGIBILITY: All players must be current students or wellness card holders. Players can not play on more than one team. Teams must sign the signup sheet/waiver prior to their first game. Those rosters become locked after the date noted.

GAME TIME: Game time is 5 minutes after the top of the hour.

GAME COURT: The playing court is the perimeter of the two courts vertically side by side (the red basketball lines). The goal will be placed at center baseline and it will be marked the day of play. There will be a marked "goalie area" in the shape of a rectangle at the goal line. No players on offense or defense can attack or defend inside the marked rectangle. If the ball is at rest inside the marked rectangle, a defensive player is allowed to retrieve the ball and an offensive player is also allowed to retrieve the ball, however, the offensive player cannot shot for goal, only pass.

EQUIPMENT: Both teams will wear mesh jerseys. Shin guards are optional but are strongly recommended. No exposed jewelry or watches. Violations will result in game being stopped and the ball being awarded to the opposing team.

SUBSTITUTIONS: Substitutions are allowed on 'the fly' but the players coming in must be within close proximity to the players coming off. The proximity is judged at the officials' discretion. Players coming in cannot directly influence play.

THE GAME: Before the game, the lead supervisor will meet with both team's captains. A team representative will call "heads or tails" on the coin flip. The winner will determine either direction or possession. The loser will determine direction or possession based on the winner's decision. Teams will change direction and also possession to begin the second half. There are two 20 minute halves with a live clock. The clock will be stopped with 1 min remaining on the game.

Teams have 1 one minute timeout per half. Injury time can be added to the end of game time if time allows. Injury time is at the discretion of the officials'. For Playoffs, a series of golden goal 5 minute periods will be played until a winner is determined.

BALL IN AND OUT OF PLAY: If a ball goes out of play, the ball will be placed approximately one meter out from the sideline and put into play as a direct kick. This also holds true if the ball hits any object that hangs over the court such as a backboard or beam.

A goal can be scored from any location on the side lines, even on kick-ins. On corner kicks, the defending team must give a 2 meter space before contacting the ball.

SCORING: Each goal counts as one point.

FOULS AND MISCONDUCT: The following will be recognized as fouls. If a player is ejected from the game, the team cannot substitute for the offending player and must play a player down.

- 1) Kicking or attempting to kick an opponent
- 2) Tripping an opponent; i.e. throwing or attempting to throw them by the use of the legs or by stopping in front or behind them.
- 3) Jumps at or throws themselves at an opponent.
- 4) Charges an opponent in a violent or dangerous manner

- 5) Charges an opponent from behind unless the latter is obstructing.
- 6) Strikes or attempts to strike an opponent or spits at them.
- 7) Holds or pushes an opponent
- 8) Charges an opponent with their shoulder.
- 9) Slides in an attempt to play the ball (no slide tackling)
- 10) Handles the ball
- 11) Inappropriate behaviors.
- 12) *Defending or attacking inside the “goalie area”.

These will result in a **DIRECT FREE KICK** from the spot of the foul with the exception of 12.

*Defending inside the “goalie area” will result in a team foul and the ball will be awarded to the offended team at the nearest sideline. Attacking inside the “goalie area” will result in a team foul for the offensive team and the ball will be awarded to the defensive team at the nearest sideline.

Once a team accumulates 5 fouls from number 12 above, the next team fouls for that game will result in a penalty kick. During the penalty kick, clock will stop.

PENALTY KICK. The Penalty kick begins with the offense designating one player to start at half court. The defensive team can supply one player to defend the goal (but not as a goalie, only a court player). The penalty kick will be concluded if

- a) the ball is kicked in to the goal
- b) the defensive player gains possession
- c) the ball is knocked out of bounds (possession is lost by the player who touched it last and reset in a direct manner)
- d) another foul occurs.
 - i. If it is by the offense, they lose possession. If it is by the defense, the penalty will be retaken. That offending player cannot play the retaken penalty.

When a player is ejected from the game, that player cannot be substituted for. They must leave the gym and cannot be reinstated for play until they meet with the Head of Intramurals.

KICK-IN: If a ball goes out of play it is re-entered back into play with a ‘Kick-In’ that is taken from approximately 1 meter out from the touch line or the base line but not in the goal crease. What would be considered a “goalie kick” will be taken from inside the marked “goalie area”. If a ball goes off of a defensive player and out of the baseline it results in a corner kick from the nearest corner to where it went out of bounds.

ADVANTAGE: At the referee’s discretion, if a penalty by a defensive player occurs when the offensive team has an advantage the referee can allow play to continue until possession is regained by the defense or play comes to a halt.