

Futsal Rules

Intramural Sports

Recreation and Wellness Services

University of Akron

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid U of A ID.
- Each team should start the game with 5 players; a minimum of 4 is needed to avoid a forfeit.
- A player may play on only one team per sport.
- Each team shall designate to the Referee a player as the field captain. This person is the only player who can communicate with the monitor; **all others must be kept quiet or asked to leave the facility.** The captain is responsible for any information contained in the Intramural Futsal Rules, Intramural Sport Participants Handbook, and Sportsmanship Policy.

GAME INFORMATION:

- The game will consist of two 18-minute halves (running clock) separated by a 1-2 minute half-time period.
- During play, the clock will only stop for injuries.
- In the event of a tie during the playoffs, a tiebreaker will be conducted.
 - There will be one (1) five (5) minute Golden Goal period. A coin toss will determine which team will kickoff first.
 - If after the period, neither team has scored, the winner shall be determined by a penalty-kick tiebreaker.
 - Penalty kicks are taken from the **3-point line. The kicker has the distance between the 3-point line and the mid-court line to kick the ball.** The goalkeeper can move sideways but not forward until the ball is kicked.
 - A coin toss will determine the team that kicks first.
 - Each team will take five penalty kicks (taken alternately). The team that scores the greatest number of these will win.
 - If necessary, the PKs will continue on a sudden-death basis: the first team to score an unanswered goal wins.
 - A different player will take each kick, progressing through the entire roster of players who played in the game. The team with the most players present

will choose to have all their players kick, or have the same number of players as the other team take a kick.

- Players must have played that game to participate in the penalty kick tiebreaker.
- Once the entire roster of players is completed, the initial kicking order will be repeated.

SUBSTITUTIONS:

- Substitutions are unlimited and occur "on the fly". This should occur near the bench area and the entering player may not touch the ball until the player being replaced is off the court.
- A keeper may be replaced only on a dead ball and the official must be informed.

BOUNDARIES:

- The ball is out whenever it touches the wall. A kick-in takes place from that spot. A corner kick or a keeper's throw takes place if it hits the back wall. Keeper's throw: (dead ball) the keeper may not pass the ball to himself; a keeper may receive the ball with his hands from a teammate only if the pass is played with anything but the feet or hands. Note that s/he has only four (4) seconds to release the ball or to cross the half line, at which time the count stops.
- The player taking the kick-in must set the ball on the black line. The ball must be stationary and the kick-in must be taken within four (4) seconds.
- On either type of kick-in (sideline or corner), the ball may go directly off the opponent, including the goalkeeper's body, and into the goal for a score.
- On any kick-in, the defending player must be at least five feet away from the ball. A Yellow Card will be issued if a player repeatedly disregards this rule.
- If the ball touches the ceiling, the opposing team will take a kick-in from the midfield sideline.

GOALKEEPER'S PLAY:

- The goalkeeper may possess the ball with the hands as long as the ball stays within the orange box. Any collision with the goalkeeper will be an automatic **INDIRECT FREE KICK**.
- If s/he handles the ball outside the goalkeeper's box, inside the basketball three-point line, a penalty kick shall be awarded to the opposing team.
- The keeper loses the ability to handle the ball and is treated as a regular player outside of the goal box (orange box). However, the cleared ball (live or dead) may not enter the opposing teams' orange goal box. If cleared ball does enter the orange goal box, an **INDIRECT FREE KICK** is awarded against the team that committed the infraction and the ball will be placed at the top of the 3-point line.

- On a live ball, the goalkeeper may clear the ball to any part of the court using hands or feet. On a goal clearance (dead ball), the goalkeeper must use his/her hands when clearing the ball to any part of the court.
- Pass Back: After clearing a dead or live ball, the keeper may not play the ball until it has either touched an opponent or crossed the half court line. If the keeper touches the ball, an indirect free kick is awarded at the three-point line closest to where the ball was touched or at the spot of the infraction if outside the three-point line. This rule resets every time the keeper touches the ball.

FOULS AND MISCONDUCT:

- The following infractions will result in a **DIRECT FREE KICK** (a one-man wall may be formed).
 - Kicking or attempting to kick an opponent
 - Tripping an opponent
 - Jumping or throwing himself upon an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind unless the opponent is obstructing
 - Striking or attempting to strike an opponent or spitting on an opponent
 - Holding an opponent
 - Pushing an opponent
 - Charging an opponent with the shoulder
 - Sliding in an attempt to play the ball, when an opponent (slide tackle) is playing it
 - Handling the ball, except the keeper in his penalty area
- Should a player of the defending team intentionally commit one of the above 11 offenses within his penalty area (marked by the basketball three-point line) his team shall be penalized with a penalty kick, regardless of the position of the ball, as long as it is in play.
- Accumulation of Fouls: A team can accumulate five personal fouls during a half (those accumulated in the second half carry over into over time). On the sixth and following personal fouls (a hand ball is counted): A direct kick, without a wall, will be taken from the top of the three point line if the foul was committed there or farther from the goal, and at the point of infraction if it was committed between the top of the three point line and the goal. Note: A personal foul inside the three-point line is an automatic penalty kick.
- If a player has an open goal ahead of him/her and is fouled, or when a defender intentionally handles the ball, blocking an obvious opportunity for a score, a **DIRECT FREE KICK** is awarded. A penalty kick is taken from the basketball foul line if the foul takes place in the penalty area. The offending player must be sent off the court with a **YELLOW CARD**. Team will play a player short for two minutes; then a substitute may replace the ejected player.
- The following infractions will result in an **INDIRECT FREE KICK**:

- Playing in a manner considered by the referee to be dangerous, e.g. raises his feet to kick backwards or kicks with the heel, or attempts to take the ball out of the hands of the opposing keeper.
 - When not playing the ball intentionally obstructs an opponent, running between him and the ball, or interposing the body in such a manner as to prevent an opponent from playing the ball when he is not in control of the ball.
 - Charging the keeper except when he has passed outside the penalty area
- *When playing as a keeper: s/he touches or controls the ball with his hands or feet, on their half of the court, for more than four seconds*
 - A YELLOW CARD equals two minutes out of play.
 - Double Yellow (a player from each team - both out for two minutes. They, or a substitute may both return after a team scores.)
 - Two yellow cards equal a RED CARD and the player is ejected from the game. The team must then play one down for the remainder of the game. The player who receives the red card must be cleared by the Rec Sports Supervisor in order to play in remaining season's games.
 - POWER PLAY: The team reduced by a penalty may return the penalized (yellow card) player to play after a goal. If two players are in the penalty box from the same team, only the player who has served the longest time may return to action after a goal.

CO-REC RULE MODIFICATIONS:

- Teams of 5 must be made up of some combination containing 3 women and 2 men or 3 men and 2 women. Teams of 4 must be made up of 2 women and 2 men, or 3 women and 1 man or 3 men and 1 woman.