

Futsal Rules

Activity Format: This will be a 3-week season. It will start with every team playing to determine seeding, then a single elimination. In order to participate in this event, all participants must come to the playing area before the scheduled time of play.

Policy Information: For additional information please review the Intramural Sports Handbook online at: www.butler.edu/intramurals

Equipment

Cards: Futsal balls and nets will be provided by the Intramural Sports staff.

Game Regulations

Players: Minimum of 4 people make a team. Teams will play 6 versus 6 (this includes the goalie). Maximum players on a roster is 10. With Co-Rec, teams will need to have a minimum of 2 male and 2 female on the court.

Game Length: All games will be played beginning at the designated start time. The game will consist of two (2) 20-minute halves (running clock) separated by a 5-minute half-time. A mercy rule will be in effect if a team is up 15 or more goals at any point in the game. 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. Each team will receive 3 kicks, taken alternately. The team that scores the greatest number will win. A different player will take each kick, progressing through the entire roster of players who played in the game.

Officials: There will be 2 officials on the court. All play will be monitored by a supervisor.

Playing Area: This event will take place on one court in the HRC court area.

Substitutions: All players may be replaced only on a dead ball and the supervisor and other team must be informed.

Sport Specific Rules

Free Kicks/Penalty Kicks: A free kick is awarded after a foul or rule violation. There is only one type of free kick, direct. A direct free kick may go into the opponent's goal and count as a goal without touching any other player. All defenders cannot be within a five yard radius of the free kick. A penalty kick is awarded when a foul is committed within the penalty area and

is a direct kick. In the case of a deflection, the player taking the penalty kick may not touch the ball until another player has touched it.

Direct Kicks:

- a) Kick off
- b) Corner Kick
- c) Goal Kick
- d) Penalty Kick
- e) All Fouls

Out of Bounds: Sideline – If the ball goes out of bounds on the sideline, the opposing team's goalie will receive the ball for a kick-in (similar to a throw in). The ball must be touched by that team before entering the net. End line -If the ball goes out on the defense at the defense's end line the result is a corner kick. Goal Kick – granted when the ball goes out on the offense at the defense's end line.

Goalkeeper Privileges: The goalkeeper may possess the ball with their hands as long as the ball stays within the designated goal box. Any collision with the goalkeeper will be an automatic direct free kick. If the goalkeeper handles the ball outside the designated goal box, a penalty kick shall be awarded to the opposing team. If the keeper loses the ability to handle the ball, they are treated as a regular player outside of the goal box. Goalkeepers may not throw the ball overhand (sidearm and underhand are acceptable) or punt the ball.

Slide Tackling: SLIDE TACKLING IS NOT PERMITTED! Playing the ball while on the ground is not permitted while other players are within striking distance. This is considered "dangerous play" and will be called at the discretion of the referee. Slide tackling infractions will result in an automatic yellow card and the filing of an incident report.

Conduct: A yellow/red card system will be used to control player, coach and bench personnel in unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving a yellow card will be asked to leave the field until the next dead ball and the incident form is complete. Any player receiving two yellow cards during one game or a red card will be ejected and must leave the playing facility after completing his/her paperwork with the supervisor. Ejected participants will be marked ineligible for all Intramural Sport activities until they have completed the reinstatement process.

Yellow/Red cards may be issued for the following:

Yellow Card

- a) Persistently infringes upon any of the rules of the game.
- b) Shows dissent by word of mouth or action to decisions given by the supervisor

- c) Is guilty of any incidental vulgar or profane language
- d) Is guilty of unsportsmanlike conduct.
- e) Persistently stepping outside of the player box without reasonable cause.
- f) **Slide Tackling**

Red Card

- a) Is guilty of violent conduct or serious foul play;
- b) Is abusive in language or gesture toward a player or official.
- c) Persists in misconduct after receiving a caution.
- d) Behavior resulting in 2 yellow cards within the same game.

At any point in a game, the game will be ended due to unsportsmanlike conduct if a team receives any of the following:

- Two Red cards
- One Red card and Two Yellow cards
- Three Yellow cards.