

Games will be governed by Futsal rules with Warner Intramural Sports modifications.

The Game, Players and Equipment

1. Each team will consist of five players. Each team must have a minimum of four players present at game time to begin a game.
2. Every team will use a regulation-sized futsal ball provided by the Intramural program

Game Factors, Time and Length

1. Each game will consist of two 20-minute periods with a running clock. The clock will only stop for major incidences per the officials' discretion.
2. *Mercy rule:* If a team is ahead by ten or more goals with five minutes or less remaining in the game or by five goals with two minutes or less remaining in the game, the game will end. Officials may end the game if teams are intentionally avoiding the mercy rule.
3. *Overtime:* If the score remains tied at the end of regulation play, a 10-minute golden goal period will be played. If the score remains tied after this period, there will be a six-person shootout (three from each team):
 - a. A coin flip will determine which team will receive the ball or kick first in each overtime period
 - b. Goalkeeper changes may occur only at the beginning of a shootout and only if the new goalkeeper was on the court at the end of the overtime period
 - c. During a shootout, teams will alternate after each shot.
 - d. If still tied after six shooters, a sudden death victory shootout will ensue. Shooters for sudden death must be different from the first six shooters. Players on the bench become eligible after all eligible players have shot. If a team does not have any additional bench players, their rotation will repeat in the same order
4. *Substitutions:* will occur on the fly at the discretion of each team.

Court Policies

1. A team is permitted a maximum of two coaches on its bench during a game. Each coach must present a valid photo ID and be listed on the game sheet prior to the start of the game. Conduct of team coaches is the responsibility of the team before, during, and after the game. Any other non-players must remain in the designated spectator areas.
2. Players on the bench must remain seated or behind the designated bench area during play and may only stand to spontaneously react to play before immediately

being re-seated. One designated head coach or captain is permitted to stand during play within the confines of the bench area.

3. Team spectators must watch the game from the designated spectator areas. Spectators are not permitted in the team bench areas or on the courts.

Start of Play

1. At the referee's signal, the game will be started by a player kicking-off while the ball is stationary in the center spot of the court (the ball must be played forward). All players will be in their team's half of the court and not less than 10 feet from the ball until it is kicked. The ball will be deemed in play as soon as it is touched by the player taking the kickoff. For any infringement, the kickoff shall be retaken.

2. During the kickoff, the kicker shall not play the ball a second time until it has been touched or played by another player.

Penalty: *Indirect free kick at the spot of the foul.*

3. After a goal is scored, the team scored against will restart play by a kickoff.

4. Between halves, teams will exchange goals to defend and the team who received first half will kick off second half.

Scoring

1. A goal is scored when the entire ball passes legally into the goal, provided that it has not been carried, thrown or propelled by the scorer's hand or arm. A ball on the goal line is not considered to have crossed the goal line.

2. A goal can be scored from a direct kick.

3. A goal cannot be scored from an indirect kick unless the ball has been touched by another player before entering the goal.

Balls In and Out of Play

1. The ball is out of play when it fully crosses any of the sidelines or end lines.

2. Any ball striking an official, goal post or ceiling is in play.

3. After the ball has wholly crossed the sidelines, either on the ground or in the air, the team that did not touch the ball last is awarded a kick-in where the ball crossed the line. There are no throw-ins:

- a. The ball must come to a complete stop before the ball can be kicked into play
 - b. Defending players must be at least three yards from the kick-in
 - c. A goal cannot be scored on a kick in
4. A goal kick is awarded when the ball crossed the goal line, either on the ground or in the air, and was last touched by an offensive player. The ball is then placed anywhere within the goal area (box):
- a. The ball is not in play until it has gone outside the penalty area. If the ball is touched before it leaves the penalty area, the ball must be re-kicked by the kicking team
 - b. The player taking the goal kick cannot retouch the ball until another player has touched it
 - c. A goal can be scored on a goal kick
5. A corner kick is awarded when the ball has crossed the goal line, either on the ground or in the air, and was last touched by a defensive player. The ball must be placed on the ground on the quarter circle near the corner post:
- a. The kicking team may ask for five yards space before the ball is kicked
 - b. The kicker cannot retouch the ball until it is touched by another player
 - c. A goal can be scored on a corner kick

Free Kicks, Fouls and Penalties

1. All fouls and penalties that occur outside of the penalty box will result in an indirect kick. Fouls that occur inside of the penalty box will result in a penalty kick.
2. *Indirect Free Kick*: a free kick from which a goal may not be scored unless the ball is touched by another player from either team and which will be taken by the offended team from the place where the infringement occurred
3. *Direct Free Kick*: a free kick from which a goal may be scored.
4. A free kick may be taken by any player of the offended team on the court at the time of the offense.
5. When a direct or indirect free kick is awarded, all opposing players must be at least five yards away from the spot where the free kick is to be taken, unless they are standing on their goal line between the goal posts.
6. When a player is taking a free kick from within his or her defensive penalty area, the ball must be kicked beyond the penalty area, and all opponents must be outside the penalty area.

7. The ball must be stationary when a free kick is taken. The kicker may not play the ball again until touched by another player (from either team). The ball may be kicked in any direction.

8. A player shall be cautioned (yellow card) if he or she

- during a substitution enters the playing court and the player being substituted for does not immediately leave the playing area;
- demonstrates, by words or actions, dissent from a decision of the officials; or
- slide tackles.

9. A player shall be ejected (red card) from the playing court if he or she

- is guilty of serious foul play or violent conduct;
- uses foul or abusive language;
- is guilty of persisting in misconduct after cautioning (a second yellow); or
- (other than the goalkeeper within his own penalty area)* denies his opponent a goal or an obvious goal-scoring opportunity by intentionally handling the ball.

10. If a team has two players ejected with red cards, the offending team will forfeit the game.

Penalty Kicks

1. A penalty kick is awarded after a serious or intentional rule infraction takes place in the penalty area by the defensive team.

2. A penalty kick will be taken from the middle of the free throw line.

3. A penalty kick may be taken by any player of the offended team on the field of play at the time of the offense. In Co-Rec play, the person taking the penalty kick must be of the same gender as the person who was originally fouled.

4. All players except the goalkeeper must stay outside the penalty area and at least five yards from the penalty mark.

5. The goalkeeper must stand on the goal line and may not move forward until the ball is kicked. The goalkeeper may move laterally.

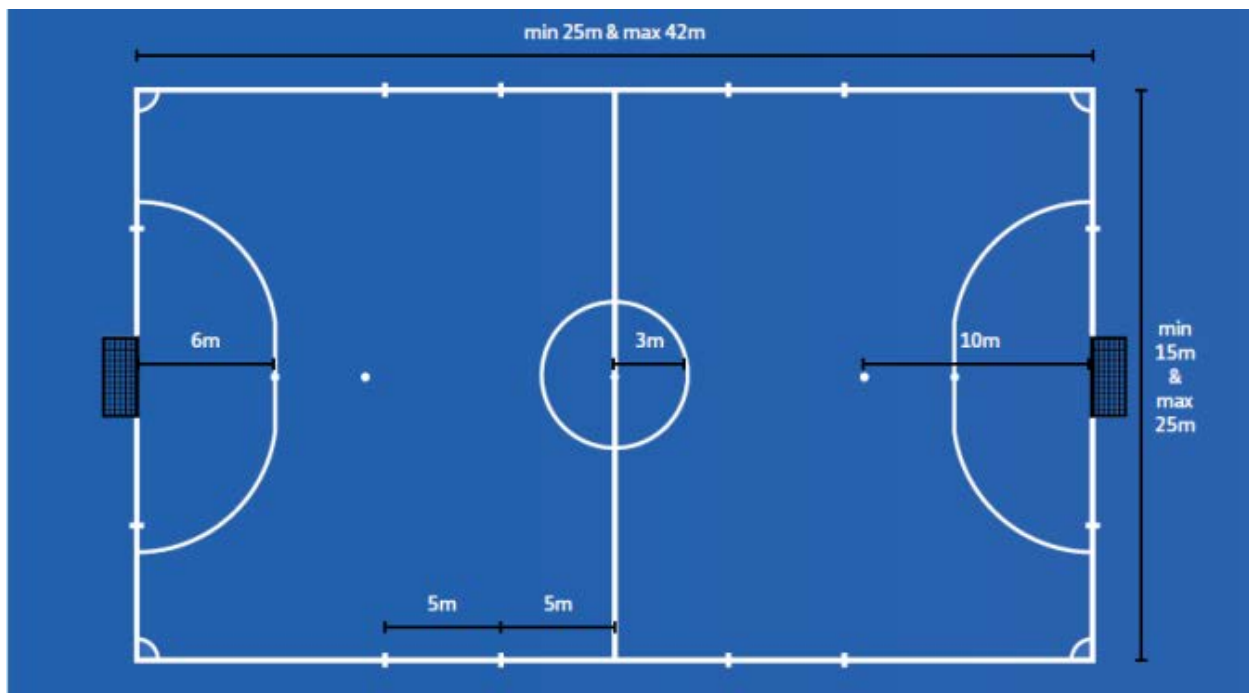
6. The kicker must wait for the official's signal to start play. The kicker must kick the ball forward. If the ball is not put into play properly, the kick will be retaken. Any action to deceive the goalkeeper by the kicker is illegal.

7. Following the kick, the ball is deemed in play; however, the kicker cannot play the ball a second time until it has touched another player (either team).

8. For any infringement by the defending team, the kick will be retaken if a goal has not resulted. For any infringement by the attacking team other than by the kicker, the kick will be retaken if a goal has resulted.

Goalkeeping

1. The goalkeeper has possession of the ball when he or she is touching the ball.
2. The goalkeeper has six seconds to release the ball upon gaining control of it in his or her hands.
3. The goalkeeper may not touch the ball with his or her hands after releasing it from their hands until another player has touched it. **Penalty:** *Indirect free kick.*
4. The goalkeeper may not pick up the ball if his or her own teammate kicks it back to the goalkeeper with his or her feet. **Penalty:** *Indirect free kick.*
5. The goalkeeper may not throw the ball past half court in the air. The ball must contact the ground or a player on his or her half of the court prior to crossing the midcourt line. **Penalty:** *Indirect free kick.*
6. The penalty box will consist of a designated area on each end or side of the basketball court.



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