

ACTIVITY RULEBOOK

Futsal

Futsal is a non-contact activity, however contact and injuries are a possibility. The Intramural Sports program assumes no responsibility for injuries and all participants must electronically acknowledge/consent to the online waiver in IMLeagues prior to participating. By agreeing to the online waiver, each participant agrees to rules and policies outlined in this and all other documents provided by Intramural Sports.

All information in this rule book pertains to the facilitation of Futsal contests and its season administration. For questions or concerns, please contact intramurals@uwlax.edu.

REMINDER: all participants are encouraged to review the participant handbook and general rules overview prior to participating in each activity in which they are interested. View these documents by visiting the ["Rules" website](#).

UWL Intramural Sports welcomes all students and faculty/staff members meeting eligibility guidelines. Participants may compete in the gender league with which they identify. For any eligibility concerns, please contact intramurals@uwlax.edu.

Section 1: Starting the Contest**Start (Game) Time**

Game time is forfeit time. It is recommended teams arrive at the contest site 15 minutes prior to the scheduled start.

Facility and Contest Set Up**a. Playing Location**

Futsal is played in the REC MAC. It is recommended teams review their schedules prior to each contest. Intramural Sports will not contact teams to remind them of contest dates, times or locations, however participants have the option to receive automated email reminders from IMLeagues during the roster addition process.

b. Fields

Courts are set up by staff only. All playing equipment is property of the Recreational Sports Department.

c. Officiating

All contests will be officiated by at least two (2) trained officials. All decisions made by officials are final, except those eligible for protests.

Intramural Sports is always looking for officials and would love to have you join our team! To learn more about officiating, visit our ["Become an Official" website](#).

d. Captain's Meeting

Captains are to meet with the contest official(s) prior to each contest to review rules, eligibility, legal equipment and to determine team sides.

Equipment

Shin guards must be worn and may be rented from the REC info counter prior to any contest.

Team jerseys are available for rent from the REC info counter prior to any contest.

Team members must wear the same color/shade of color shirts.

Goalies must have a different color jersey than both their team and the other team's uniform.

Game balls will be provided. Game balls will not be used for warm ups.

Balls for warm ups may be rented from the REC info counter.

Teams may request a stoppage of play to adjust goals.

Participation

Teams consist of five (5) players, including the goalkeeper.

Teams may start with as few as four (4) players.

If a team is reduced to fewer than four (4) players at any time during the contest, a forfeit will result.

Eligibility

a. Sport Club Athlete

- One (1) current club member may be on the team roster for a single-gender team (Men's or Women's)
- One (1) male and one (1) female club player may be on the team roster for a Co-Rec team
- The most recent available club roster will be used to filter eligibility
- Members of previous club teams (but no longer competing at the club level), are encouraged (but not required) to play in "A" leagues when offered
 - EXCEPTION – if previous club member played on a past intercollegiate team, individual MUST play in "A" league when offered
- There are no restrictions on the number of previous club players per team, as long as the previous members are no longer competing at the club or intercollegiate level
- If an intramural participant is trying out for a club team, the participant is eligible for intramural competition as long as they were not listed on the most recent club roster used by administration for eligibility checks
- Intramural Sports administration will search and filter athletic athlete eligibility. It is not guaranteed that all roster violations will be noticed. Teams, players, officials and additional staff members are allowed to protest team rosters
- When in-doubt about your roster or eligibility, please ask early. Contests (including playoffs) may be forfeited retroactively if ineligible rosters are discovered mid-season

b. Intercollegiate Athlete

- Current members of the UWL Women's Soccer team may not participate in any soccer-related intramural activity during the current academic year while on the team's active roster. A player not on the official roster during the spring semester is permitted to play in an "A" league only. Roster verifications will be conducted with members of the UWL Athletics Department
- One (1) collegiate player from the previous academic year (including transfer students from other institutions) may participate on an intramural team and must play in the "A" league when offered (leagues are considered "offered" even if "A" leagues are full) permitted they are not on the roster during the current academic year
- An intercollegiate player from the previous academic year no longer on the roster (including transfer students from other institutions) and a current club player may not be on the same roster

Section 2: Playing the Contest

Commencement

The contest will commence with a team starting possession at center court.

General Game Play

Contests consist of two (2) 15-minute halves with a running clock. Halftime will be three (3) minutes in duration. Penalty kicks will be taken even if no time is remaining on the clock (as long as they were awarded before the clock expired).

The game clock may be stopped when, at the discretion of contest officials, a ball leaving the playing surface may result in a loss of game time deemed unfair to any team.

Contest officials may stop the clock if, at their discretion, intentional stalling tactics beyond the spirit and intent of the rules are employed by either team.

A ball going out-of-bounds will result in an indirect kick from the out-of-bounds spot, not a throw-in. The ball MUST be put in-play at the out-of-bounds spot. No exceptions to this rule will be made

If a team causes the ball to hit the ceiling or nets, the opposing team will restart with an indirect kick at mid-court.

Goal kicks are in-play once they leave the goalie box (high school 3-point line).

There are no penalties for being offside.

Sliding or slide tackling is not allowed and is subject to a yellow/red card based on severity.

Teams are permitted to call one (1) 30-second timeout per half. Unused timeouts DO NOT carry over into subsequent periods.

Scoring

A team score one (1) point for getting the ball completely across the goal line in any fashion deemed legal by the and/or other rulebooks.

Free Kicks

On any free kick, defending players must remain at least ten (10) feet away from the ball in all directions until it is played by the attacking team.

Players will be allowed five (5) seconds for any free kick. If the player fails to distribute the ball within five (5) seconds, the other team will receive the kick from that spot.

- If a team fails to kick a corner kick, the opposing team will receive a goal kick
- If a team fails to kick a goal kick, the opposing team will receive an indirect free kick from midfield
- If a team fails to kick a penalty kick, opposition will receive an indirect free kick from that spot

A foul occurring within the penalty area, which would normally result in a direct kick, will be penalized with a penalty shot, taken from the penalty spot.

The following penalties result in an indirect free kick:

- The ball hitting the ceiling or basketball hoops (restart from mid-field)
- Illegal Substitution (restart from mid-field)
- Goalkeeper illegally touching a teammate's kicked pass with his/her hands inside the penalty box (restart spot nearest the infraction parallel to the goal on the goal box)
- Anything that would result in a throw-in (restarts from spot ball went out)
- Goalies illegally putting the ball in-play inside the high school 3-point line

All other restarts result in a direct free kick from location on offense including:

- Slide tackling, charging, holding, pushing, kicking, striking or tripping an opponent
- Hand ball including the goalie outside of the penalty box
- Yellow or red card
- Preventing the goalkeeper from releasing the ball from his/her hands
- All other offenses not listed including any unsportsmanlike behavior
- Corner kicks

Penalty kicks will be taken from the basketball three-point line directly at the top of the key.

Goalie Play

- The goalkeeper may use his/her hands only within the penalty area (high school 3-point line).
- The goalkeeper must play the ball out of the penalty area within five (5) seconds after a save.
 - CLARIFICATION: Upon stoppage of play allowable by rule in which the ball is in possession or to be entered into play by the goalie, the ball must be thrown (or kicked) out of the goalie area (high school three-point arc) in order to properly restart play. Goalies MAY NOT bring the ball out themselves unless the ball is played to another team member first
- The goalkeeper may play the ball to his/her own feet. No punts or drop kicks are allowed
- A goalkeeper may not play a ball with his/her hands if it has been passed back intentionally by a teammate. This will result in an indirect free kick from the 6-meter mark (3-point line)
- Goalies are permitted to leave the penalty area and become an attacking/defending player on the team (i.e. empty net situation). Goalies doing this must abide by all playing regulations applied to other players and no other member of the team is permitted to take the goalie's place.
- A goalie may dive for a ball as long as he/she is not diving at the feet of another participant. If the official determines he/she is diving at the feet or in an unsafe/unsporting manner, the play will be enforced like a slide tackle. A discretionary call regarding safety is not eligible for protest.
- When the ball exits the field of play through the end line behind the goalie, the goalkeeper can throw the ball from anywhere inside the penalty area
- A goal cannot be scored when throwing in a goal kick
- A goalie MAY throw, or kick the ball with his/her feet past the mid-field line without penalty
- The goalkeeper cannot throw a ball more than six (6) feet in the air to an individual

Substitutions

Free substitution is allowed. A player must leave the floor before the substitute enters the game. Both players must leave and enter in the substitute box on the sideline.

Mercy Rule

If a team is ahead by ten (10) or more goals with two (2) minutes or less remaining, the game will be ruled a victory for the team in the lead.

If it is determined a team is employing unfair tactics to score OR if a team is not trying at any point in a contest, officials can end the contest and award a victory to the appropriate side.

Overtime**a. Regular Season**

- In the event of a tie, a one-minute rest period is followed by a five-minute golden goal overtime
- Officials perform a coin toss to decide initial ball control
- Teams remain on the side they finished the 2nd half on
- Each team is awarded one (1) timeout for the overtime session. Unused timeouts from regulation do not carry over
- If the score is still tied after the overtime period, the contest will end in a tie.

b. Playoffs

- In the event of a tie, a maximum of two (2) five-minute golden goal overtime periods will be played
- If the second ends in a tie, a shootout will occur
- A coin flip will determine kick first, defense first or side of field
- Four (4) players from each team will rotate kicking at the opponent's goalie at a designated net
 - Co-Rec: two (2) males and two (2) females must alternating kicking by gender
- If the game is still tied after four (4) rounds of shootout, the shootout will continue head to head according to gender. This will occur until one team is leading at the end of the round
- Any player on the team is eligible to kick once during shootout. All team members signed in for that contest must attempt before repeating shooters alternating gender as long as allowed. A team may use any player as the goalkeeper, regardless if they finished the game at that position

Yellow and Red Cards

Any participant receiving a yellow card may be required to meet with the Intramural Coordinator and/or Graduate Assistant prior to their next contest, based on severity.

Any participant receiving a red card or two (2) yellow cards (in any amount of games) will be required to meet with the Intramural Coordinator and/or Graduate Assistant prior to their next contest and serve a mandatory one-game suspension.

Any participant receiving a third offense (red card then yellow card or three yellow cards) throughout the season will be suspended for the remainder of the season and possibly the following, based on the severity of the incidents.

Section 3: Co-Rec Specifications

All co-rec teams must have two (2) males and two (2) females in the contest at all times.

The fifth player on the playing surface for a team may be either gender. There is no advantage schedule.

Section 4: Winning Specifications**Contest**

Teams receive a win in standings by leading after the designated regulation time period or after applicable overtime period(s). Losses and ties are included in standings as well.

Playoffs

All rules apply to playoffs. To qualify, teams must win at least one (1) contest and maintain a sportsmanship average of 4.0 during the regular season in addition to following forfeit policies. Other scheduling differences may apply to certain playoff circumstances. Qualification is monitored at the discretion of Intramural Sports administration.

Protests

Protesting is permitted. If a team wishes to protest eligibility, rule implementation/interpretation or a perceived scoring error in-game, they shall notify a staff member right away. To file a post-game protest, email the program at intramurals@uwlax.edu or visit the [Online Protest Form](#). Teams may not protest officials' judgment calls (i.e. incomplete vs. complete pass, foul vs. no foul, violation vs. no violation, inbounds vs. out-of-bounds, etc.).

Other than the specifications listed in this rulebook, official [WIAA](#), [NFHS](#) and/or [NIRSA](#) rules will be followed.