

FUTSAL Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

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.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

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, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- Intentional destruction of Intramural Equipment will result in an ejection
- All games will be played in the 2-court gymnasium of the Student Recreation & Wellness Center.
- Following three (3) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of four (4) players (including goalkeeper); a minimum of two (2) is required to avoid a forfeit.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide a game ball, to be used during game play ONLY. **Teams are responsible for providing their own futsal balls for warm-up**, which may be signed-out from the SRWC Equipment Desk.
- Non-marking athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- Teams shall wear jerseys that are of like color with numbers on the back. Team jerseys must contrast with the jerseys of the opposing team. If teams are wearing the same color jersey, the **Visiting Team** on the game sheet will wear the provided scrimmage jerseys. Jerseys may not be tied in a manner that creates any type of knot.
- A team member shall not remove the jersey and/or pants/shirt within the visual confines of the playing area during the game.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- All games will consist of two 18-minute halves, with a 2-minute halftime.
 - The clock will run continuously, with the exception of injuries and Officials' stoppage of time.
- A coin toss, called by the Visiting Captain, at the beginning of the match will determine the choice of kickoff or side. The winning Captain will have the following options:
 - Kickoff in either the first or second half, OR
 - Side of court in either the first or second half
 - Teams will change sides of the court between the first and second half.

OVERTIME:

- Only applies during bracket play, **NOT in the regular season.**
- In the event of a tie, one (1) three (3) minute Golden Goal overtime period will occur. A coin toss will determine which team will take control of the kickoff.
- If there is still a tie after the Golden Goal period, a penalty shootout will occur with following the procedures:
 - Teams will designate three (3) players (in a predetermined order) to kick.
 - A coin toss will determine which teams will kick first OR which goal teams will play at.
 - Teams will alternate after each shot.
- **Mercy Rule:** If a team is ahead by the following goals at or inside the corresponding times, the game shall be over:
 - 10 goals at or inside the second half.
 - 7 goals at or inside the final seven (7) minutes.
 - 5 goals at or inside the final two (2) minutes.

SUBSTITUTIONS:

- Any substitute players must remain seated in the team bench area during play.
- Substitutions will be unlimited and will occur “on the fly” at/near center court.
 - The entering player may not step onto the court until the player being replaced is completely off the court.
 - If a substitute enters before the player on the court has completely left the court and indirect kick will be taken at the point where the ball lies at the time of the infraction and a yellow card will be issued to that player.
- A goalkeeper may only be replaced during a dead ball, and must notify the Official before being substituted.

BOUNDARIES:

- The ball will be considered out when it:
 - Contacts a wall, dividing curtain and/or team bench along the sidelines.
 - Entirely crosses the goal line extended along the end lines. This is for safety, to avoid colliding with the pull-up bars and/or brackets in the courts. **Therefore, the ball may NOT be played behind the goal, as it would already be considered out.**
- If the ball touches the ceiling, the opposing team will be given a kick-in from the midfield sideline.
- A kick-in takes place from the spot nearest where the ball went out of bounds.
 - The player taking the kick-in must set the ball on the yellow basketball sideline.
 - The ball must be stationary and the kick-in must be taken within four (4) seconds.
 - Defenders must stand a minimum of seven (7) feet from the ball; the red tennis court lines act as a reference for this distance.
- A corner kick (off defense) or a keeper's throw (off offense) takes place if it crosses the end line extended.
- Either type of kick-in (sideline or corner), will be an indirect kick.
- On any kick-in, the defending player must be at least seven (7) feet away from the ball. A Yellow Card will be issued if a player repeatedly disregards this rule.

KICKOFF:

- The ball must begin stationary and can travel in any direction before being touched by another player.
- All players, offense or defense, must stand outside the center circle on their half until the ball is kicked. One offensive player is an exception to this rule to take the kick off.
- A goal CANNOT be scored directly from a kickoff.

GOALKEEPER RESTRICTIONS:

- The goalkeeper may possess the ball with their hands as long as the ball and his/her feet stay within the goal box, a 12ft x 18ft box as indicated by colored floor tape as its sides and the white volleyball line as its top. Any collision with the goalkeeper will be an automatic INDIRECT FREE KICK.
 - If the goalie handles the ball outside the goalkeeper's box, a penalty kick shall be awarded to the opposing team.
- Keeper's throw: (dead ball) the keeper may not pass the ball to him/herself, and must release the ball using their hands.
 - The goalie will have six (6) seconds to release the ball, at which time the count stops.
 - The ball must clear the 3-point arc before a teammate may play the ball again.
- On a live ball, the goalkeeper may clear the ball to any part of the court using hands or feet.
- The keeper loses the ability to handle the ball and is treated as a regular player outside the goal box.

FOULS:

- The following infractions will result in a DIRECT FREE KICK (a ONE-PERSON 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
 - Handling the ball, except the keeper in his penalty area
- Should a player of the defending team intentionally commit one of the above 10 offenses within his/her penalty area (marked by the basketball 3-point line) that team shall be penalized with a penalty kick, regardless of the position of the ball.
- The following infractions will result in an INDIRECT FREE KICK:
 - Playing in a manner considered by the referee to be dangerous, such as a high kick or attempting to take the ball out of the hands of the opposing keeper.
 - When not playing the ball a player intentionally obstructs an opponent, running between them and the ball, or positioning the body in such a manner as to prevent an opponent from playing the ball.
 - Charging the keeper, except when the keeper has passed outside the penalty area.
- Free kicks can be taken in any direction.
- Goals can only be scored during direct free kick opportunities, indirect free kicks that enter the goal without being touched by any player will be returned to play by a goalie throw.

SLIDE TACKLING AND BICYCLE KICKS:

- Slide tackling and bicycle kicks are not permitted under any circumstances.
- Any attempt to slide tackle (playing the ball or otherwise) or bicycle kick will result in an **automatic yellow card**.

CO-REC MODIFICATIONS:

- There must be a minimum of two (2) of either gender, and no more than three (3) of either gender. (Ratio can be 3:2 or 2:2).

- In the case of a 3-person penalty shootout, each team must designate at least one (1) person of each gender and alternate genders to take penalty kicks.

UNSPORTSMANLIKE CONDUCT:

- An Official may issue a yellow or red card for disciplinary reasons.
- This system will be similar to that of soccer:
 - A player receiving two (2) yellow cards in a match will be ejected.
 - A player receiving one (1) red card is automatically ejected.
- If a player receives a yellow card, he/she must substitute out of the game, and may not return to play until the next deal ball (whistle).
- If a player is ejected (from either 2 yellows, or a straight red) they may not be substituted for, and their team must finish the game a player down. The ejected player must meet with the Manager of Intramural Sports before he/she is allowed to participate in any intramural contest moving forward.
- Yellow cards are valued at one (1) point, and red cards are valued at two (2) points. If a team accumulates four (4) points in cards during a match, it will result in forfeiture.

AWARDS:

- The winning team in each division (Men's, Women's, Co-Rec) will receive Intramural Sports Champion T-shirts.

Updated 6/14/18