



University of Colorado Denver

INTRAMURAL
FUTSAL RULEBOOK

I. Playing Court and Ball

- A. All games will be played on the MAC Court (Court 3) in the Student Wellness Center.
- B. The dimensions on the court are one basketball court.
- C. Some markings may be assumed to exist, and some may be obscured during the course of the game.
- D. Decisions shall be rendered to the best of the official's ability to interpret the position of the original markings.
- E. The penalty area is an area in which the goalkeeper cannot be charged if s/he is jumping or running for the ball and where s/he can use their hands.
- F. The ball shall be a "fluff" or an indoor soccer ball. Only those balls provided by the Intramural Sports Program staff shall be used. Regular outdoor soccer balls shall not be used.

II. Players and Eligibility

- A. The game shall be played by two teams, each consisting of no more than FIVE (5) players, including the goalkeeper.
- B. The minimum number of players required to start a game is THREE (3), including the goalkeeper.
 - 1. CO-ED MODIFICATION: Co-ed teams must have at least one (1) male, one (1) female, and a goalkeeper to start and continue a game.
- C. There shall be one designated captain per team. The captains shall be the only team members who may approach an official on matters pertaining to the rules.
- D. Players are NOT allowed to represent more than one team. A player is only allowed to play on ONE (1) single-gender team and ONE (1) co-ed team.
- E. No more than TWO (2) Club Sports athletes from soccer, or a "like" sport, may play on a single team.

III. Check-In

- A. All players must present their (1) Lynx Card or (2) CU Denver Wellness Center membership card, along with a photo ID, to the Intramural Sports Supervisor before the game. NO EXCEPTIONS.
- B. Any player posing as another team member on the roster will be subject to potential forfeiture of the game and disciplinary action from the Competitive Sports Coordinator.
- C. The game clock will start at game time. If for any reason a team is not present or ready to play, they will be penalized. For every two minutes a team is late, a goal will be awarded to the opposing team. After ten minutes, the game will be called and a forfeit score of 5-0 will be recorded with a sportsmanship rating of 1.0.

IV. Players and Equipment

- A. No jewelry will be allowed during the game! This includes, but is not limited to: earrings, rings, necklaces, bracelets, rubber bands, recreational fitness watches or monitors and metal barrettes.
- B. If a player elects to keep their jewelry on, it must be completely covered, prior to game time, with a bandage or athletic tape. This applies to piercings and other non-removable pieces. The Wellness Center WILL NOT provide bandages or tape to cover up jewelry. Any covered jewelry must be flush with skin and cannot protrude out.
- C. Medic alert jewelry must be taped down before game time.
- D. Final calls on jewelry will be made by Intramural Sports Staff.
- E. No hats, bandanas, or headbands with an exposed knot.
- F. No hooded sweatshirts.
- G. Jeans and cut-offs are not allowed.
- H. All participants must wear shoes. Shoes must be athletic, non-marking, closed-toed shoes. Cleats and boots are NOT permitted for play on our indoor courts. Five-finger shoes are not considered athletic shoes.
- I. Players will be provided with futsal pinnies to be worn during the game. Home team will wear the white pinnies.
- J. All players must have sleeves on their shirt in order to wear the pinnies. If a team elects to not wear the pinnies provided, the team must be wearing same-colored shirts that distinguish them from the opposing team. These shirts will also have to be numbered and no two players may have the same number.
- K. Goalkeepers must wear a different colored jersey/shirt to distinguish them from other players and referees.
- L. It is **highly recommended** that players wear shin guards, but it is not a requirement. If a player chooses to wear shin guards, they must be completely covered by the player's socks.

V. Pre-Game

- A. The referees will call the captain of each team in for a meeting before the game starts. The meeting will go over some rules and policies as a reminder for teams and answer any questions the captain or team may have. The referee will then use a coin toss or paper, scissors, rock to determine who will kick off and who will defend what side.

VI. The Game (General Rules)

- A. Game time is start time.
- B. A 10 minute forfeit time is allowed before a forfeit is declared.
- C. The game shall consist of two (2) twenty (20) minute halves with a continuous running clock, no additional time.
- D. The clock shall be stopped at the referee's call only when a serious injury exists or it is deemed necessary by the judgment of the referee.
- E. Halftime shall be a maximum of three (3) minutes.
- F. Time and score will be kept on the MAC court scoreboard by the Intramural Scorekeeper.

- G. There shall be no overtime during regular season play.
- H. There will be no timeouts during any point of the game.
- I. There is no offside penalty in futsal.
- J. Absolutely NO SLIDE TACKLING ALLOWED in futsal.

VII. Mercy Rule

- A. Games will be called when a team is leading by 10 goals at halftime or at any point in the second half

VIII. Starting the Game

- A. A coin toss (or paper, scissors, rock) will be used to determine which team will start with the ball at midfield.
- B. At the start of the second half, teams will switch sides of the field and play will start with a kickoff of the opposite team.
- C. At the official's signal, the game shall be started by a player taking a place kick in any direction. At this time, every player shall be in their half of the field and every player of the opposing team shall remain not less than three (3) yards from the ball until it is kicked off.
- D. A goal cannot be scored directly from a kickoff.
- E. The kicker may not play the ball again on the kickoff until it has been touched or played by another player.
- F. After a goal is scored, the ball shall be taken to the center of the field and kicked off under the same conditions as when the game started.
- G. When restarting the game after temporary suspension of play, except on a free kick, the referee shall drop the ball at the place the play was stopped. The ball shall be deemed in play when it touches the ground. A violation of this procedure will result in a second ball drop.

IX. Ball In/Ball Out of Play

- A. The ball is out of play when:
 - 1. It has completely crossed the goal line, end line, or sideline either in the air or on the ground.
 - 2. The ball hits an object above the playing court.
 - 3. The referee stops the game.
- B. The ball is put back into play after it has crossed the goal line with a goal kick or corner kick (see sections on Goal Kicks and Corner Kicks.)
- C. The ball is put back into play after it has crossed the sideline with a kick in (see section on Kick-Ins.)
- D. In the case of temporary suspension of play due to an injury or any cause, and one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession at the point where the ball was when play was suspended.

X. Substitutions

- A. In order for a player to substitute, their name must be on the roster.
- B. There may be unlimited substitutions.
- C. Time does not stop for substitutions. This includes goalkeeper substitutions.
- D. Player leaving the field must cross the touchline before a new player enters.
- E. Early/illegal substitutions result in a yellow card for the substitute player.
- F. Substitutes must take place in marked area.
- G. Substitutions can be made during the substituting team's corner kick, any team's goal kick, half time, and in the event of an injury.
- H. A player must leave the game when s/he is bleeding.
- I. One of the players may change positions with the goalkeeper at a dead ball during a match provided that the official is given notice.

XI. Goalkeeper Play

- A. Goalkeepers must wear a different colored pinnie or shirt.
- B. They may receive a kick-in directly.
- C. They are allowed to kick the ball over mid-field.
- D. They are not allowed to punt or drop-kick the ball.
- E. The goalkeeper may not possess the ball for more than 4 seconds in own half.
- F. They are allowed to throw the ball over mid-field
 - 1. Ball thrown in opposing goal will result in goal clearance for opposing team.
- G. They may only touch/receive the ball once per possession.

XII. Scorekeeping

- A. A goal is scored when the entire ball has legally entered the goal. A legal goal occurs when a ball crosses the goal line, entering the goal between the goalposts and under the crossbar.
- B. Any player (except the goalkeeper) who deliberately stops the ball from entering the legal goal area with his hands or arms will be ejected from the game.

XIII. Tie Game Procedure

- A. During a regular season game, a tied game will end in a tie.
- B. During a playoff game, all ties must be broken.
 - 1. If the score is tied after regulation time expires, a five-minute sudden death overtime period will be played.
 - 2. If the score is tied after overtime expires, both teams will be given the opportunity to kick five (5) direct kicks in an attempt to break the tie (see section on Free Kicks.) The procedure will be as follows:
 - a. The official will flip a coin to decide which team shall kick first.

- b. Each team will designate five (5) players to attempt to score a goal. The only players eligible to participate are those on the field when overtime expired.
- c. The goalkeeper in position when overtime expired will be the goalkeeper during the shootout.
- d. Kicking order shall alternate between teams.
- e. If the score is tied after each team has made five (5) attempts, teams will alternate kicking until one final goal is scored.

XIV. Offsides

- A. There is no offside penalty in indoor soccer.

XV. Fouls

- A. A player who intentionally commits any of the following thirteen (13) offenses will be penalized:
 1. Kicks or attempts to kick an opponent
 2. Trips an opponent (i.e. throwing or attempting to throw him by use of the legs or by stopping in front or behind him)
 3. Jumps at an opponent
 4. Charges an opponent in a violent or dangerous manner
 5. Charges an opponent from behind unless the latter are obstructing
 6. Strikes or attempts to strike an opponent
 7. Holds an opponent with his hand or any part of his arm
 8. Pushes an opponent with his hand or any part of his arm
 9. Handles the ball (i.e. carries, strikes, or propels the ball with his hand or arm); this does not apply to the goalkeeper within his own penalty area
 10. Playing in a manner considered by the referee to be dangerous (i.e. high kicking when an opponent is within playing distance)
 11. Shoulder charging if the ball is not within playing distance of either player
 12. Intentionally obstructing an opponent (i.e. running between the opponent and the ball or interposing the body so as to form an obstacle to an opponent when not playing the ball)
 13. Executing a slide tackle
- B. Anyone who commits one of these thirteen (13) offenses will be penalized in the following manner:
 1. Direct free kick to be taken by the opposing side from the place where the offense occurred
 2. Defensive player within the penalty area—penalty kick within the box
- C. Yellow and red cards will be used with the same rules as outdoor soccer (foul language, baiting officials, inciting opposing players, etc.) One yellow card will require the offending player to sit out for two minutes with the allowance of a substitute. One red card will result in disqualification of the player with no replacement of that player. Two yellow cards equals a red card and the player receiving two yellow cards will be removed

from play with no substitute. Players ejected from a game will not be allowed to play in the next game. Ejected players must also meet with the Assistant Director of Competitive Sports before eligibility can be reinstated.

XVI. Free Kick

- A. Free kicks shall be classified as “direct” (a goal may be scored directly against the offending side) or “indirect” (a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.) All free kicks in futsal will be considered a “direct” free kick unless the game has stopped for an injury or any significant stoppage of play. All free kicks may be kicked in any direction from the point where the infraction occurred.

XVII. Penalty Kick

- A. Any infringement of rules which ordinarily requires the awarding of a direct free kick shall be punished by a penalty kick if a defending player within the penalty area commits the foul. The foul must be deliberate and/or unavoidable.
- B. A penalty kick can be awarded irrespective of the position of the ball. If it is in play at the time, a deliberate offense by the defending team within the penalty area will still be called and the opposing team will be awarded a penalty kick.
- C. A penalty kick shall be taken only from the penalty spot. All players, except the kicker and the opposing goalkeeper, shall be outside the penalty area and at least ten yards from the penalty spot.
- D. The goalkeeper must stand on his/her own goal line, but may move side to side. No forward movement is allowed prior to the ball being kicked.

XVIII. Advantage

- A. Advantage will be put into play when a foul occurs, but the team with the ball still has an advantage and is in good scoring position.
- B. The referee will signal and yell “Play on!”
- C. The foul is counted once the play is stopped naturally.

XIX. Goal Kick

- A. A goal kick is awarded if the attacking team kicks the ball over the end line. It shall be kicked beyond the penalty area from a spot within their penalty area.

XX. Corner Kick

- A. A corner kick is awarded if the defending team kicks the ball or it deflects off any player and crosses the end line. A member of the attacking team shall take the kick from the nearest corner.

1. Players of the team opposing the corner kick shall not be within three (3) yards of the ball until it is kicked.
2. The kicker is not allowed to play the ball a second time until another player touches it.
3. A goal may be scored directly from a corner kick.

XXI. Kick-In

- A. Kick in is awarded when the ball passes completely over a touch line, either on the ground or in the air. The ball shall be kicked from the point where it crossed the line by a player of the team opposite to that of the player who touched it last.
 1. The ball may be kicked in any direction.
 2. The kicker, at the moment of delivering the ball, must face the field and part of one foot must be on the touch line or on the ground outside of the touch line.
 3. The kicker may not play the ball a second time until another player touches it.

XXII. Sportsmanship

- A. No player or substitute shall act in a manner that is seen as poor sportsmanship by an official.
- B. Teams are given a sportsmanship rating at the end of their match.
- C. The sportsmanship rating scale ranges from 1-5, 5 being the best score you can receive.
- D. Sportsmanship rating will be determined by referees and staff.
- E. A team must have a season average of 3.0 or greater to be eligible for playoffs.
- F. Sportsmanship rating will serve as the first tie breaker for regular season standings and playoff seeding.
- G. During playoffs, a rating below a 3.0 results in elimination from the remainder of playoffs.
- H. Unsporting acts will result in a lower sportsmanship rating
 1. Repeatedly questioning calls of referees
 2. Receiving conduct yellow or red cards
- I. Obtaining a yellow card automatically drops your rating to a 3.0.
- J. Obtaining a red card (or two yellow cards) automatically drops your rating to a 2.0.
- K. The penalty for unsportsmanlike conduct shall be a direct free kick and a potential yellow/red card.
- L. A team is responsible for the actions of all members and spectators directly related to the team before, during, and after the game. Any individual that is involved in any type of physical altercation or flagrant unsportsmanlike conduct may be automatically suspended, along with the entire team.

XXIII. General Rules

- A. The Intramural Sports staff reserves the right to stop any game whenever such stoppage is in the best interest of all players, their safety, and the mission of the program. The

Intramural Sports staff reserves the right to combine divisions and move teams to another classification for tournament competition.