

Rutgers University Recreation

Futsal Rules

Revised 1/24/22

Each player must present a valid RU I.D. and be on the intramural team's roster. If you cannot present an RU I.D you will not play. All players must have a valid recreation membership and sign a consent waiver.

Rutgers Intramural Sports will provide referees for each regular season and playoff game and they have absolute authority during the game. Supervisors have the authority to end games. Teams are responsible for keeping their spectators and players under control. Misconduct of participants, coaches or spectators can result in an implementation of an unsportsmanlike penalty, ejection, or sanctions against your team. If you have been ejected from two or more games you will not be playoff eligible.

All rules mentioned here are under the discretion and interpretation of Rutgers University Intramural Sports and its Directors, Supervisors, and Referees.

**As of 01/24/2022 all players and spectators must wear a face covering during play or while spectating a game as per the Rutgers University policy. Any player or spectator found to be ignoring or disregarding requests from intramural/recreation staff to follow this policy will be removed from the game/recreation center and the game may be declared a forfeit.*

Team Requirements

1. A team will consist of 5 players (including the goalkeeper). A game may be played with a minimum of four players. If a fifth arrives late they may only enter the game when permitted by a referee.
2. Teams must arrive 15 minutes before their scheduled start time. A 5-minute grace period will be given after the scheduled time. After the five minutes, the game will be officially considered a forfeit by the Rutgers University Intramural Sports Supervisor-On-Duty. Please call 848-445-1981 or email intramurals@echo.rutgers.edu
 - a. Note that playoffs seeds will be based on a points system. Forfeiting a game will result in your team losing points.
3. Teams must wear the same colored shirts. If teams are not all the same color and/or the opposing team is wearing the same color then RUIM will provide pinnies. The goalkeeper must wear a different color shirt than the rest of his/her teammates and opponents.

Player Equipment

1. Proper non-marking sneakers must be worn at all times.
2. Wearing of hats and bandanas is prohibited as well as jewelry such as necklaces, rings, bracelets, etc.
3. Shin guards are **REQUIRED**. You may bring your own shin guards or they will be available for purchase for \$3.00 from the RUIM Supervisor on site.
4. A futsal ball will be provided by RUIM Sports.

The Game and Field:

1. The game consists of two (2) twenty (20) minute halves. The clock will only be stopped for penalty kicks, injuries, and time-outs, in the last 2 minutes of the game, or at a referee' or supervisor' discretion. Each team is allowed two (2) timeouts per half lasting 30 seconds. Time-outs can be called during any dead ball situation, not including free kicks, or if a team' goalie gets possession of the ball. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by six (6) goals with 5 minutes remaining in the second half the game will end due to the Mercy Rule.

2. After any dead ball situation, the team has four (4) seconds to put the ball into play; this includes kick-ins, corner kicks, free kicks, and any time the ball enters the goalie area. All kicks from out of bounds will be an indirect kick. There are no goal kicks in futsal, these are called a goalkeeper distribution and must come from the

keeper's hands (they cannot put it at/play it from their feet). There is also a strict 4 second count for the goalkeepers whenever they touch the ball in their own half. They have 4 seconds to release the ball from their hands on a goalkeeper distribution or their save. They can receive a pass back or play the ball with their feet in the run of play BUT they still only have a total of 4 seconds to either get rid of the ball or cross the midline. (4 second violation penalty is a change in possession to the other team/ indirect free kick).

3. The last minute of the game will be stop time for out of bounds, penalties and at the officials' discretion.
4. There is no overtime in the regular season. In the playoffs, games tied will go to a 5-minute golden goal period and if necessary, then decided by penalty kicks. The team that won the initial coin toss will decide to kick or defer during the penalty kicks (3).
5. Teams must switch sideline benches at half-time.

Player Rules:

1. Players: • Teams consist of four field players and one (1) goalie. In order for the game to be official, there must be at least four players present per team.
2. Substitutions are made on the fly, and ONLY directly in front of the team bench. The team bench will be in the team's defensive half of the court. (Teams switch benches at halftime) Players may only enter and exit the court in front of the team bench. The player exiting the court must be completely off before the substitute may come on. Violation of either of these rules will result in an automatic yellow card to the offending player. The clock will not stop for any substitutions.
3. Out of Bounds • Marked by the court lines. All out of bounds over the sideline will be restarted with a kick in by the opposing team. All Out of bounds over the end line will result in either a corner kick or goalkeeper distribution.

Fouls:

1. THERE IS NO SLIDING!!! The minimum penalty for sliding is a yellow card.
2. Yellow card fouls include, but are not limited to the following: • Entering or leaving the field of play without the permission of an official • Objecting by word of mouth or action to any decision of an official (dissent) • Sliding • Unsportsmanlike Conduct • Delay of game (including refusing to yield 5 yards on a free kick) • Holding a shirt, short, etc.
3. Red card fouls include, but are not limited to the following: • Taunting, violent conduct, insulting, offensive or abusive language • A second yellow card • Spitting at another person • Deliberately playing the ball in the goalie area to prevent a goal.
5. A player receiving a RED card (or two yellows) receives an ejection and the team receives an automatic 3-minute penalty, with no replacement allowed (regardless of any goals scored). After the 3 minutes the team may substitute another player. If there are no subs available, the team will play remainder of game short-handed.
6. Free Kicks: • All kicks on fouls are direct. • Players must yield 5 yards on all kicks. Failure to do so will result in a yellow card. There are only three violations that result in an indirect free kick: violation of the 4 second rule either by the keeper or on a kick and a deliberate pass back to the keeper from their own team that they pick up, and the ball hitting the ceiling or any part of the building structure. Any of these indirect violations committed in the penalty area will result in the kick being taken from the corresponding spot on the penalty arc.

7. Goalies and the Goalie Area • The goalie area is defined • The goalie may use their hands in the goalie area. • ONLY the goalie may play the ball in the goalie area in Intramural Sports (Only in Keller leagues may players enter the goalie area). • The goalie may roll the ball out underhanded or throw overhand and it can cross midfield. There are no punts or drop kicks. They may also play it as a field player. • Any indirect free kick awarded inside the goalie area will be taken from the corresponding spot on the penalty arc. • If a defensive player plays the ball in the goalie area, the offense is awarded penalty kick at the foul line. • If an offensive player plays the ball in the goalie area, a goalkeeper distribution results • If the goalie leaves the goalie area, they become a field player, but may only possess the ball for a total of 4 seconds in their own half.

8. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul. Although play will not be stopped when advantage is applied, the foul committed will still count as an accumulated foul.

9. Accumulated fouls. At the 6th direct kick foul of the half (by one team), the restart is a PK from the "second" penalty mark (10 yards). In this type of PK, the goalie may be up to 3 yards off of the goal line, all other players must be behind the ball, the ball must be shot on net, and the ball is live once kicked.

10. Penalty Kicks: • In the event of a tie game in playoffs, all penalty kicks will be taken from the foul line. • All players on the field must each take one shot before repeating the order. • Penalty kicks are dead ball situations; rebounds are considered unplayable. • Players not shooting must remain at the team bench. The goalkeeper must remain on the goal line and may only move laterally until the ball is kicked.

10. Deliberate Delay of Game • Teams may not deliberately waste time or delay the game. Doing so is strictly prohibited. • If a team does so, they will be warned, and then subsequently issued a yellow card if the infraction continues.

General Participant Play

1. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Players should consider this rule their warning not to play in a dangerous or reckless manner.

Rutgers University Intramural Sports Policies

1. The game of Indoor Soccer is a contact sport and injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Sport Program is completely voluntary. Rutgers University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur
2. Alcohol or other illicit drugs are not to be brought to any Rutgers Recreation Facility. Players coming to their game under the influence risk Forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.
3. There will be a Sportsmanship Rating System in place for all teams. At the conclusion of every game, the officials and intramural supervisors will rate each team based on their sportsmanship towards their opposing teams and the officials. Team Captain's will sign off on their score and Sportsmanship Rating. The rating can change from 4.0-0.0. Teams must have at least a 2.5 rating average in order to be eligible for the playoffs. Teams at risk of falling below or teams that are below the required Sportsmanship Rating will be alerted by Rutgers University Intramural Sports Staff, as a preventative measure. Teams must have a least 2.0 rating for each game in the playoffs in order to advance. Any team that receives a 0.0 in a playoff game will be disqualified from that playoff tournament and suspended

from all IM events for a period of time to be determined by the professional staff. The sportsmanship ratings are based on:

A (4) Excellent Sportsmanship - given to a team where all players cooperate fully with the officials and opposing team members.

B (3) Above Average Conduct - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty (technical, yellow flag, etc). Any team receiving an unsportsmanlike penalty will receive no higher than a "B" rating.

C (2) Poor Sportsmanship - Team members constantly comment to the officials and/or the opposing team from the field/court and or/sidelines. The team captain exhibits little control over teammates or him/herself. Teams that earn at least two unsportsmanlike warnings will receive no higher than a "C" rating.

D (1) Deplorable Conduct - given to a team that persist in questioning officials' decisions; and/or they repeatedly argue with the officials. Teams display frequent use of profane or vulgar language. Spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts. Teams that earn at least three unsportsmanlike warnings will receive no higher than a "D" rating. Teams receiving an ejection due to unsportsmanlike actions of a player will receive no higher than a "D" sportsmanship rating.

F (0) Intolerable - given to a team where the team is completely uncooperative and the captain has no control. Any team that receives four unsportsmanlike penalties or two player ejections will receive an "F" rating and the game will be forfeited.