

Futsal Rules & Information

Team Registration:

To register, teams must submit a team roster and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, September 2, 2009. League sign-ups will be taken on a first-come, first-serve basis. Late entries may not be accepted due to facility and time constraints. Teams who enter late may request to be placed on the "Waiting List."

Entry Fee:

All teams will be required to pay an entry fee as outlined below:

Student Teams: \$50.00

Campus Teams: \$70.00

*Any team whose roster contains three or more non-students will be charged the campus team fee.

Any participant who is not a member of the Wellness Center will be required to purchase a Guest Pass to enter the facility. There are two options to choose from:

1. Daily Pass \$8.00 per visit
2. IM Guest Pass \$20.00 good for each game night

Refunds will not be granted after the initial schedule has been posted. Fees may be transferred to a different session or program upon the approval of the Wellness Center.

Activity Format:

1. Teams entered will play 5 regular season games followed by a single elimination tournament between teams within that division.
2. Games will be played from 6:00 pm to 10:00 pm, Monday and Wednesday.
3. Divisions: Men's and Women's leagues will be offered. Divisions are open to all currently enrolled MCG students and their spouses; presently employed MCG faculty, staff, housestaff, post-doctoral fellows, residents; and Wellness Center members.

General Information:

1. Additions to Roster: A player must be entered on the team roster prior to participation. Additions may be made in 1002-A of the Wellness Center during normal business hours or at the activity site with the Program Coordinator. Players may only be added to the roster if there are spots remaining on the team's roster. Please note that there is a limit for all team rosters. The limit is 10 for Futsal.
2. Reschedules can be made in the Intramural Sports office located in 1002-A of the Wellness Center between the hours of 10:00am and 4:00pm, Monday through Friday. Reschedule requests may not be completed on the day of the competition for seasonal team sports.
3. Schedules for the season will be available by 2:00pm on Friday, September 4. Regular season play begins Wednesday, September 9.
4. Games will be played at the Wellness Center.
5. All participants are required to present valid picture identification prior to EACH game or contest. If a participant fails to present the picture ID, he/she will not be eligible to participate.
6. All teams who have won at least one regular season game and have not forfeited or defaulted more than one game will be eligible for post season play.

7. Defaults must be made by 4:00pm on the day of the contest. Defaults prevent a team from forfeiting, but result in a loss.
8. If a team forfeits, they must contact the Intramural Sports office the following day to be reinstated. Any team who fails to contact the office within 24 hours for the forfeit will be dropped from the league. If a team forfeits any two games, they shall be dropped from the league.
9. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

Futsal Rules

I. Governing Rules

Play will be governed by current Futsal Rules. The following are modifications and highlights of these rules.

II. Players & Equipment

1. Each Men's and Women's team shall consist of five (5) players. Each team must have a minimum of four (4) players in order to begin a game.
2. A player may only play for one team. No exceptions.
3. A regulation Futsal ball shall be used for play. A game ball will be provided for each game.
4. Shoes: Tennis shoes are the recommended footwear. Players may not play barefoot. No shoes with marking soles may be worn. Tennis shoes must be approved court shoes that have a non-marking sole.
5. Each team is required to wear numbered shirts of one distinguishable color. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. Each goalie should wear a shirt that contrasts in color to that of the other players.
6. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch of padding for safety reasons.
7. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own eyeglasses.
8. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
9. **Headwear:** Players may wear a knit or stocking cap (no caps with bills) during play. Bandanas which are tied with a knot are not permitted.

III. Game Format

1. All games will consist of two 18-minute halves with a running clock, separated by a two minute half-time period.
2. Each team shall be permitted one (1) timeout per half. Timeouts will only be granted during a dead ball or before the referee's whistle for play. Timeouts do not carry over from the first or second half or from overtime periods. A timeout shall not exceed one (1) minute.
3. **Mercy Rule:** A game shall be called if a team is ahead by five (5) goals with four minutes or less remaining in the game.
4. In the event that a score remains tied at the end of regulation play, the tie will be broken by a shootout consisting of a series of penalty kicks. The shoot-out will proceed as follows:
 - a. Each captain will select the five players, including the goalkeeper, to take the penalty kicks.

- b. The winner of a coin toss shall have the option of kicking first or second, or choosing which goal to kick at.
- c. Teams will alternate kickers. There is no follow-up on the kick.
- d. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- e. If necessary, the penalty kicks will continue on a sudden-death basis: the first team to score an unanswered goal wins.
- f. A different player will take each kick, progressing through the entire roster of players who played in the game. Only players who have played in the game are eligible to participate in the tiebreaker.
- g. The team with the most players present will choose to have all their players kick, or have the same number of players as the other team take a kick.
- h. Once the entire roster of players is completed, the initial kicking order will be repeated.
- i. Any eligible player may change places with the goalkeeper.

IV. Substitutions

1. Substitutions are unlimited and occur “on the fly.” This should occur near the team bench area and the entering player may not touch the ball until the player being replaced is off the court. Teams not abiding by this substitution rule will result in a yellow card.
2. A “flying substitution” is one that is made when the ball is still in play.
3. A goalkeeper may be replaced only on a dead ball and the official must be informed. The replacing goalkeeper must be ready to play.
4. A substitute must enter for a player that has been cautioned (received a yellow card). The cautioned player may reenter the field of play at the next legal opportunity.

V. The Playing Court

1. All games will be played on the large basketball court in the Wellness Center.
2. The court is marked by dark blue boundary lines.
3. The penalty area is comprised of the space between the three-point arc and the goal line.
4. The penalty spot is located on the free-throw line of the basketball court.

VI. Start of Play

1. The choice of ends is decided by the toss of a coin. The team winning the toss decides which goal it wishes to attack in the first half of the game. The other team takes the kick-off to start the game. The team which wins the toss takes the kick-off to start the second half. In the second half of the game the teams change ends and attack the opposite goals.
2. At the referee’s signal, the game will be started by a player taking a place-kick while the ball is stationary in the center spot of the court (the ball must be played forward). All players shall be in their team’s half of the court until it is kicked. The ball shall be deemed in play as soon as it is touched by the player taking the kickoff. For any infringement, the kickoff shall be retaken.
3. During the kickoff, the kicker shall not play the ball a second time until it has been touched or played by another player.
4. After a goal is scored, the team scored against shall restart play by a kickoff.

VII. Scoring

1. A goal is scored when the entire ball passes legally beyond the goal line between the goal posts and under the cross bar, provided that it has not been carried, thrown, or propelled by the hand or arm. A ball on the goal line is not considered to have crossed the goal line.
2. A goal can be scored directly from a kickoff.

3. A goal cannot be scored directly from a shot behind the free throw line in a team's own half of the court.

VIII. Ball in/out of Play

1. The ball is out of play whenever:
 - a. It has wholly crossed the goal line or touch line, whether on the ground or in the air
 - b. Play has been stopped by the referee
 - c. It hits the ceiling
2. The ball is in play at all other times including when:
 - a. It rebounds from a goal post or the crossbar onto the playing court
 - b. It rebounds from either of the referees when they are on the playing court

IX. Fouls and Misconduct

1. A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless or using excessive force:
 - a. Kicks or attempts to kick an opponent
 - b. Trips or attempts to trip an opponent
 - c. Jumps at an opponent
 - d. Charges an opponent, even with the shoulder
 - e. Strikes or attempts to strike an opponent
 - f. Pushes an opponent
2. A direct free kick is also awarded to the opposing team if a player commits any of the following offenses:
 - a. Hold an opponent
 - b. Spits at an opponent
 - c. Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (except for the goalkeeper in his own penalty area)
3. A direct free kick is taken from the place where the infringement occurred.
4. An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offenses:
 - a. After releasing the ball from his possession, he receives it back from a teammate, without it first having passed beyond the halfway line or without it having been played or touched by an opponent
 - b. Touches or controls the ball with his hands after it has been deliberately kicked to him by a teammate
 - c. Touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate
 - d. Touches or controls the ball with his hands or feet, on any part of the playing court, for more than four seconds, except when he touches or controls the ball on the opponent's half of the playing court
5. An indirect free kick is also awarded to the opposing team to be taken from the place where the infringement occurred, if in the opinion of the referee, a player:
 - a. Plays in a dangerous manner
 - b. Deliberately impedes the progress of an opponent when the ball is not being played
 - c. Prevents the goalkeeper from releasing the ball from his hands
 - d. Commits any other offense, not previously mentioned for which play is stopped to caution or dismiss a player

6. The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.
7. A player is cautioned and shown a yellow card if he commits any of the following offenses:
 - a. Is guilty of unsporting conduct
 - b. Shows dissent by word or action
 - c. Persistently infringes the rules
 - d. Delays the restart of play
 - e. Fails to respect the required distance when play is restarted with a corner kick or free kick
 - f. Enters or re-enters the playing court without the referee's permission
 - g. Deliberately leaves the playing court without the referee's permission
8. A player is sent off and shown the red card if he commits any of the following offenses:
 - a. Is guilty of serious foul play
 - b. Is guilty of violent conduct
 - c. Spits at an opponent or any other person
 - d. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goal keeper within his own penalty area)
 - e. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
 - f. Uses offensive, insulting or abusive language
 - g. Receives a second caution in the same game
9. For any of these offenses (red/yellow card), an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offense was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.
10. A player who has been sent off may not re-enter the game. A substitute player may enter the game to replace the ejected player after two minutes has elapsed or a goal has been scored by the opposing team.

X. Free Kicks

1. Free kicks are either direct or indirect.
2. For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.
3. All opponents must be at least 5 yards from the ball until it is in play. Exception: if there is not 5 yards between the ball and the goal, the opposing players must line up on the goal line in between the goal posts.
4. If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick will be retaken.
5. If, after the ball is in play, the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team.

XI. Penalty Kick

1. A penalty kick is awarded if a player commits any of the aforementioned offenses (in section IX) inside his own penalty area, irrespective of the position of the ball, but provided that it is in play.
2. A goal may be scored directly from a penalty kick.
3. Penalty kicks are taken from the basketball free-throw line. The kicker has the distance between the free-throw line and the three-point line to kick the ball.

4. The goalkeeper remains on his goal line, facing the kicker, between the goal posts, until the ball has been kicked.
5. All other players must be outside of the penalty area, behind or to the side of the penalty mark.
6. A kicker may not play the ball a second time until it has been touched by another player.
7. If a player on the defending team infringes this rule, the kick shall be retaken if a goal was not scored. If a teammate of the kicker infringes this rule, the kick will be retaken if a goal is scored.

XII. Kick-ins

1. A kick-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over a sideline, either on the ground or in the air, from the place where it crossed.
2. A goal cannot be scored directly from a kick-in.
3. The ball has to be stationary on the sideline and can be kicked in any direction.
4. Players on the defending team must be at least 5 yards from the place where the kick-in is taken.
5. The player taking the kick-in may not play the ball a second time until it has touched another player.

XIII. Goal Clearance

1. A goal clearance is a method of restarting play and is awarded when the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.
2. The ball may be thrown from any point within the penalty area by the goalkeeper of the defending team.
3. Opponents must remain outside the penalty area until the ball is in play.
4. The goalkeeper does not play the ball a second time until it has touched another player.
5. The ball is in play when it is thrown directly beyond the penalty area. If the ball is not thrown beyond the penalty area, the goal clearance is retaken.

XIV. Corner Kicks

1. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.
2. A goal may be scored directly from a corner kick, but only against the opposing team.
3. The ball is placed inside the corner arc at the nearest corner.
4. Opponents must remain at least 5 yards from the ball until it is in play.