



INTRAMURAL SPORTS COED FUTSAL RULES

ELIGIBILITY: All players must be current students or wellness card holders. Players can not play on more than one team. Teams must sign the signup sheet/waiver prior to their first game. Those rosters become locked after the third regular season game. Teams can petition to add players after that based on need. NO more than two GRADUATING VARSITY PLAYERS are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes Red Shirts.

Intramural Sports are designed for students and the campus community to gain a positive athletic experience for all, regardless of gender or of the ethnic, spiritual, or physical make up of its participants. The genuine reward should be the pure satisfaction of participation. Players must read the rules and demonstrate integrity in respecting and upholding them. In UCSC IM, an intentional foul is considered cheating and a gross offence against the spirit of competition. Abusive language, rough play, and fighting are causes for immediate suspension of IM privileges.

FORFEITS: The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

TEAM SIZE: Team consists of five to a side with a maximum of three from either gender. Teams can start with no fewer than four players. There is no limit to the number of subs per team. There are no goalies.

GAME TIME: Game time is 10 minutes after the top of the hour.

GAME COURT: The playing court is the perimeter of the basketball court. There is a crease that extends across the baseline for the basketball 'key' which is directly in front of the goal. The crease also extends about two meters in. This area will not be marked and is at the discretion of the official. Players on offense or defense can not play the ball or loiter in the crease (you can run through the crease) during play.

EQUIPMENT: One team will wear mesh jerseys. Shin guards are optional but are strongly recommended. No exposed jewelry or watches.

SUBSTITUTIONS: Substitutions are allowed on 'the fly' but the players coming in must be within close proximity to the players coming off. Players coming in can not directly influence play.

THE GAME: Before the game, the lead official will meet with both team's captains. A team representative will "Ro-Sham-Bo". The winner will determine either direction or possession. The loser will determine direction or possession based on the winner's decision. Teams will change direction and also possession to begin the second half. There are two 20 minute halves with a live clock.

Teams have 1 one minute time out per half. Games must conclude by the top of the hour. Injury time can be added to the end of game time if time allows. For Playoffs, a series of sudden death 5 minute periods will be played until a winner is determined.

BALL IN AND OUT OF PLAY: If a ball goes out of play, the ball will be placed approximately one meter in from the sideline and put into play as an indirect kick. This also holds true if the ball hits any object that hangs over the court such as a backboard or beam.

SCORING: Each goal counts as one point.

FOULS AND MISCONDUCT: The following will be recognized a fouls. A player who accumulates two yellow cards or a red card will be removed from play. The team cannot substitute for the offending player and must play a player down.

- 1) Kicking or attempting to kick an opponent
- 2) Tripping an opponent; i.e. throwing or attempting to throw them by the use of the legs or by stopping in front or behind them.
- 3) Jumps at or throws themselves at an opponent.
- 4) Charges an opponent in a violent or dangerous manner
- 5) Charges an opponent from behind unless the latter is obstructing.
- 6) Strikes or attempts to strike an opponent.
- 7) Holds or pushes an opponent.
- 8) Charges an opponent with their shoulder.
- 9) Slides in an attempt to play the ball. There is NO slide tackling.
- 10) Handles the ball.

These will result in a **DIRECT FREE KICK** from the spot of the foul.

Foul for team violating the no goalie rule: Direct kick from half court.

Once a team accumulates five fouls, the next team foul for that period will result in a **PENALTY KICK**. The Penalty kick begins with the offense designating one player to start at half court. The defensive team can supply one player to defend the goal (but not as a goalie, only a court player). The penalty kick will be concluded if: a. the ball is kicked in to the goal, b. the defensive player gains possession, c. the ball is knocked out of bounds (possession is lost by the player who touched it last and reset in an indirect manner), or d. another penalty occurs.

All Red Cards or the second of Two Yellow Cards will result in the removal from play. That player can not be substituted for. They must leave the gym and can not be reinstated for play until they have met with the Director of Intramurals.

KICK-IN: A ball is re-entered back in to play with a 'Kick-In' when it goes out of play. The ball is placed one meter in from the touch line or the base line but never in the goal crease. When the ball goes out of bounds over the goal in the crease, place the ball one meter from the baseline and one meter to the side of the crease. Players on the opposing team must be at least five meters from the ball. A goal can not be scored directly on a kick-in. A corner kick results when a ball goes off of a defensive player and out of the baseline (place the ball on the corner closest to where the ball went out of bounds).

ADVANTAGE: At the referee's discretion, if a penalty by a defensive player occurs when the offensive team has an advantage the referee can allow play to continue until possession is regained by the defense or play comes to a halt.

Please contact the game official and/or the Head of Intramurals to discuss positive changes than can enhance play.

KRH 2/10/09