



INTRAMURAL FUTSAL RULES

1. The Game

- a. Game time is forfeit time. If the minimum amount of players is not present at game time, the entire match will be forfeited. All players should be checked in with the Intramural Sports Supervisor or officials with current POLYID by game time. Please refer to the ASI Intramural Sports Handbook for the Forfeit Policy description.
- b. The Player
 - i. Each team shall consist of four team members. A minimum of three players must be present to start at game time.
- c. Manager Meeting
 - i. Prior to the start of the match, a meeting between the two team captains and the official will take place. They will discuss rules and regulations, which the captain must relay back to the team. Captains will play rock-paper-scissors to determine who gets to start with the ball.
 - ii. If both team managers agree and a referee approves the ball, a futsal ball brought by the players may be used
- d. Team Spokesperson
 - i. The team manager is the only person who may address the official and is the spokesperson for the team
- e. The Court
 - i. Games will take place in the Main Gym at the Recreation Center
 - ii. In order to ensure the safety of intramural participants, staff and fans, spectators and participants will be asked to stay on the near side of the court while viewing games
- f. Player Restrictions
 - i. Participants may only play on one team per gender league (i.e. one men's/women's league and one co-rec league). If a gender league folds due to an insufficient amount of teams or is not offered, the participant will be allowed to play on two co-rec teams in separate divisions. This is the only time a player may play in multiple divisions within a sport (i.e. Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
 - ii. If an IFC Division is offered, men may play in either the IFC or men's division, but not both. If a PanHellenic league is offered, women may play in either the PanHellenic or women's division, but not both.
 - iii. Club sport players are only allowed to play in Division 1, unless the highest division offered is Division 2. There may only be two club players on the court at a time, but there is no limit to the number of club players on a team.
 - iv. Intercollegiate athletes may not participate in an ASI Intramural Sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been on their Cal Poly sport's active roster. They are, however, eligible to play an ASI Intramural Sport dissimilar to the sport they play for Cal Poly.

2. Equipment/Dress Code

- a. Uniform
 - i. Players must check their schedules to know which color shirt to wear. If there is any doubt, bring both colors.

- ii. The home team wears white and the away team wears dark
 - iii. No grey or yellow shirts may be worn. If these colors are worn, a technical foul will be given.
 - iv. If every member of the team has the same uniform they will be allowed to play at the discretion of the ASI Intramural Sports Supervisor
 - b. Dress Code
 - i. Closed-toed shoes must be worn at all times during play
 - ii. Athletic attire must be worn at all times during play
 - c. Jewelry
 - i. No jewelry is allowed. If a player has jewelry on during the game it is a point for the other team.
- 3. Co-Rec Rules
 - a. All co-rec games must abide by the n+1 rule. There may only be a difference of one between the number of men and women players on the court at a time. For co-rec games starting with eight players, an equal number of men and women should be on the court. If there are seven or nine players on the field, the uneven player may be a man or a woman.
- 4. Fouls and Penalties
 - a. Spectators
 - i. Spectators and members of both teams must stay off the court at all times
 - ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a "minus" behavior rating.
 - b. Zero Tolerance Policy
 - i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.
 - c. All fouls will result in a direct kick unless advantage is played
 - d. Penalty Administration
 - i. All defensive players must be outside a five-yard radius from the ball during a free kick
 - ii. Fouls occurring inside the three-point arc of the attacking team will be brought out to the closest point on the arc
 - e. Cards
 - i. If a yellow card is issued to a player, that player has received a formal caution for their play and must sit out for a two-minute period before re-entering play. When the yellow card is issued, that team will be able to substitute for its cautioned player. If there are no subs, that team will play short one player for a two-minute period. It is at the referee's discretion whether the player must leave the game.
 - ii. A second yellow card will result in a red card and that player being ejected from the game. If a red card is issued to a player, that player will be required to serve an automatic minimum one-game suspension. In addition, that player must make an appointment with the Intramural Sport Supervisor prior to participation in another game. When a red card is issued, that team will play short one player for a two-minute period.
 - f. Participant Conduct

- i. Profanity, taunting, verbal abuse of officials and unsportsmanlike conduct will not be tolerated. This applies to participants and spectators.
 - 1. First violation: Verbal warning, red card/ejection, or yellow card
 - 2. Second violation: Yellow card or red card
 - 3. Third violation: Red card
- ii. Fighting will not be tolerated
- iii. Ejected players will not be allowed to participate in **any** intramural sport until a meeting has been conducted with the appropriate Intramural Sport Supervisor and any additional penalties have been served.

5. Futsal Rules

a. Game Length

- i. Play consists of two 20-minute halves with a three-minute halftime
- ii. The clock will only stop for timeouts, injuries, or at the discretion of the officials
- iii. Overtime will only occur in playoff matches
- iv. If a playoff game should end in a tie, two five-minute golden goal periods will be played
- v. At the end of the ten-minute period, if the score is still tied, penalty kicks will follow. Each team will take five shots, and if the score remains tied, each team will alternate shots until a winner has been decided.
- vi. The clock may be stopped during the game when an official stops play:
 - 1. Because of an injury. Note: When a player incurs a head injury or a wound that causes bleeding, the official must stop the game at the earliest possible time and instruct the player to leave the game for treatment by an Intramural Sports Supervisor or Facility Supervisor.
 - 2. Because of an unusual delay in a dead ball being made live
 - 3. For any emergency

b. Scoring

- i. A goal may be scored from anywhere on the court
- ii. The ball must pass completely over the goal line
- iii. The goal may not be scored directly from an indirect kick
- iv. A goal may be scored directly from a kickoff, goal kick, corner kick, or penalty kick

c. Substitutions

- i. There will be free substitutions; however, the substitute may only enter the field of play once a player has completely left the field of play. The substitute must enter at mid-court.
- ii. Violations of this rule will result in a direct kick for the non-offending team and a yellow card for the substitute

d. Out of Bounds

- i. Any ball that goes over a sideline will result in an indirect kick
- ii. A ball that goes over an end line will result in either a corner or a goal kick, both of which are direct
- iii. When a kick-in is taken, the defending team must stand at least five yards away from the kicker. Those in violation will be given a yellow card.
- iv. If the ball hits the goal post, play is stopped and a goal kick or a corner kick shall be awarded depending on who touched the ball last. If the ball does not displace the goal, but stays within the box, a goal kick is also awarded.

- v. For all other situations, play will continue
 - vi. Any ball that is kicked-in but does not enter the field of play will be retaken by the kicking team
- e. Timeouts
- i. One timeout will be awarded per team per game. A timeout will be one-minute in duration and may only be called when the ball is not in play.
- f. General Rules
- i. There will be no slide tackles at any time in any league
 - ii. There is no offside
 - iii. Players may enter the goal box by running through or passing through it but **may not** at any time be in the goal box while having direct contact with the ball
 - iv. Players may be in the penalty box and touch the ball **only if** the ball is outside the penalty box
 - v. If a defender interferes with the ball while the ball is completely inside the penalty box, the opposing team shall be given a penalty kick
 - vi. If an offensive player interferes with the ball while the ball is completely inside the penalty box, a goal kick shall be awarded
 - vii. If the ball hits the goal post, play is stopped and a goal kick or a corner kick shall be awarded depending on who touched the ball last
- g. Five Second Rule
- i. Any time the ball is held for more than five seconds after it has been positioned for a direct kick, kick-in, goal kick, or corner kick, the team in possession shall lose the ball to the other team
 - ii. If the initial call was a goal kick, a corner kick shall be awarded and vice-versa