

## FUTSAL RULES

### 1. The Game

#### a. Start Time

- i. Game time is forfeit time. If the minimum number of players is not present at game time, the game will be forfeited. All players must check in with the ASI Intramural Sports supervisor or officials before the game with their PolyCard; non-students can check in with a valid photo ID. Please refer to the ASI Intramural Sports Handbook for the forfeit policy description.

#### b. The Players

- i. The game shall be played by two teams of four players. Three players are required at the start of game time to avoid a forfeit.
  1. If a team has two or fewer players at game time, that team will be assessed a forfeit fee.
- ii. If at any time during the game a team has fewer than three eligible players, the game is over.

#### c. Manager Meeting

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place. They will discuss rules and regulations which the manager must relay back to the team. Managers will play rock, paper, scissors to determine who gets the first possession.
- ii. If both team managers agree and an official 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 and the South Gym at the Cal Poly Recreation Center.
- ii. To ensure the safety of participants and staff, the maximum capacity for each team, including spectators, is 15 people. Only during playoffs may this number be exceeded at the discretion of the Intramural Sports supervisor.

#### f. Player Restrictions



- i. Participants may only play on one team per gender league (e.g., one Men's or Women's League and one Co-Rec League). If a gender league folds due to an insufficient number 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 (e.g., Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
  - ii. If an Interfraternity Council (IFC) Division is offered, men may play in either the IFC or Men's Division, but not both. If a Panhellenic (PHA) 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 or the highest division offered. 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.
    1. A participant who appears on a club sports roster at any time during the academic year will be considered a club player for the sport similar to their Cal Poly club sport for the remainder of that academic year.
  - iv. Intercollegiate athletes may not participate in a sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been removed from that sport's active roster. They are however, eligible to play a sport dissimilar to the sport they play for Cal Poly.
2. Equipment/Dress Code
- a. Uniform
    - i. The home team wears white and the away team wears black.
    - ii. Players must check their schedules on ASI Access to know which color shirt to wear. If there is any doubt, bring both colors.
    - iii. No gray or yellow shirts may be worn.
    - iv. If every member of the team has the same uniform, they will be allowed to play at the discretion of the supervisor.
    - v. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.
  - b. Dress Code
    - i. Closed-toe shoes must be worn at all times during play.
    - ii. Athletic attire must be worn at all times during play.
    - iii. Wearing a hat is not allowed during play.
    - iv. Intramural officials can remove a player for improper dress code at their discretion.
  - c. Jewelry
    - i. Jewelry is not permitted; players must remove all jewelry before the start of a game.
    - ii. If jewelry is not removed, a yellow card will be assessed.
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. A co-rec team which does not have at least one player of each gender ready at game time will forfeit the game.
    - i. If an injury is to occur during the game and a team does not have the personnel to continue to abide by the N+1 rule, that team may continue to play with the players already on the field. They may not, however, bring in a player that would further imbalance the N+1 rule.
4. Fouls and Penalties
- a. Spectators
    - i. Spectators who interfere with the court or play are subject to ejection from the Recreation Center.
    - 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 ASI 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. Fouls
    - i. 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 the official’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 Sports 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.
    - ii. Fighting will not be tolerated.



- iii. Ejected players will not be allowed to participate in any Intramural Sports programming until a meeting has been conducted with the appropriate sport supervisor and any additional penalties have been served.

## 5. Futsal Rules

### a. Game Length

- i. Play consists of two twenty-minute halves with a two-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.
  - 1. If a playoff game should end in a tie, one, ten-minute golden goal periods will be played. If the score is still tied after overtime, each team will attempt four penalty shots. If the score remains tied after the four shots, each team will alternate shots until a winner has been decided.
  - 2. Co-Rec games will alternate penalty kicks by gender.
- iv. The clock can be stopped during the game when an official stops play:
  - 1. Because of an injury.
    - a. 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. A 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 can 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 cannot 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 it 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 it 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.