Futsal Soccer Rules

National Federation of High School (NFHS) rules will be used with some in-house modifications.

RULE ONE: THE GAME, COURT, PLAYERS
Section One: General Provisions
A. Eligibility
1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must sign in with the Sport Supervisor prior to participation in any Intramural Sports contest using their own Stetson ID card. We will not accept any other form of identification. No exceptions! Violators will be deemed ineligible to participate in all Intramurals Sports for a period of time no less than 60 days.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.
B. Players
1. The game shall be played between two teams of five (5) players each, including the goal keeper. In Co-Rec leagues, a game shall be played between two teams of six (6) players each, including the goal keeper.
2. A team may begin a game with a minimum of three (3) players. For Co-Rec leagues, a team may begin a game with a minimum of four (4) players. A team does not need the minimum amount of players to finish a game, but the officials may declare a forfeit when scoring conditions warrant.
3. A team may have a maximum of 20 players on the roster. Players who have not participated may be removed from the team roster prior to the conclusion of the regular season.
4. The jurisdiction of the Sport Programs staff begins when a team or player enters the facility and ends when the team or player leaves the property. During this time, participants are expected to treat all Sport Programs staff, opponents, and Wellness and Recreation property with respect.
5. The use of alcohol and/or tobacco is strictly prohibited.
C. Sportsmanship Rating
1. The Intramural Sports program expects all participants to conduct themselves in a sportsmanlike manner.
2. In order to be eligible for the playoffs, a team must achieve a cumulative sportsmanship rating of at least 2.75 at the conclusion of the regular season. Additionally, a team must maintain at least a 2.75 sportsmanship rating throughout the playoffs.

A four (4) will be given for excellent conduct. Teams were all respectful and courteous towards the opposition and/or all Intramural Sports staff.

A three (3) will be given for a contest with moments of questionable activity. In this instance, teams may not always be respectful and courteous towards the opposition and/or all Intramural Sports staff. An Intramural Sports Official must give a warning during the contest for a 3 to be given.

A two (2) reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team has many moments of questionable activity and shows little respect and courtesy towards the opposition and/or all Intramural Sports staff. Forfeited games will result in the offending team gaining a 2 in sportsmanship for that contest. Teams given one (1) unsportsmanlike penalty/actions will receive a maximum of 2 in sportsmanship for that contest.

A one (1) reflects a team who had little to no control for the duration of the contest. The team constantly showcased questionable activity and showed no respect for the opposition and/or all Intramural Sports staff. The ejection of a player will result in that player’s team gaining a maximum of 1 in sportsmanship for that contest. Teams given two (2) unsportsmanlike penalties/actions will receive a maximum of 1 in sportsmanship for that contest.

A zero (0) reflects activity that is completely unacceptable for any participant. Teams exhibit blatant actions of disrespect towards the opposition and/or all Intramural Sports staff. Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. A game that ends in forfeit due to unsportsmanlike penalties will receive a 0 in sportsmanship for that contest.
A team representative will be required to sign the game sheet after the conclusion of a contest, confirming their sportsmanship rating and score for the given contest.

Section Two: Court
A. The playing area shall be 90 feet in length and 50 feet in width, played on a basketball court.

Section Three: Equipment
A. The Ball
   1. The ball shall be a size four (4) futsal ball, provided by Wellness and Recreation.
      a. No other ball shall be used for play.

B. Jerseys
   1. Players of opposing teams must wear contrasting colored jerseys.
   2. No team members may share jerseys.
   3. It is the team captain’s responsibility to ensure his team is prepared to play with the correct uniform.

C. Players
   1. Players must wear athletic, non-marking shoes at all times.
      a. Players who are caught wearing any other style of shoe will be asked to change immediately and will not be allowed to participate until proper shoes are worn.
   2. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
   3. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
      a. The Sport Programs staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
   4. The Sport Programs staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player’s performance.
   5. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: SCORING, TIMING, GAMEPLAY

Section One: Gameplay
A. Coin Toss
   1. After winning the coin toss, the winning captain will make one of two choices:
      a. Possession of the ball
      b. Direction of attack
   2. The losers of the toss will be given the remaining choice.

B. Kickoff
   1. Each half will begin with a kickoff by the team decided by the coin toss.
   2. All players, except for the player making the first touch, must begin the kickoff outside the circle on their respective halves of the court.
   3. Kickoffs may be played in any direction.

C. Suspended Play
   1. After play is suspended, an indirect kick will be given on the restart to the team who last had possession of the ball at the point on the court nearest the location of the ball when play was stopped.
   2. If there was no clear possession by one team, there will be a drop ball at the spot where the ball was declared dead.

D. Scoring
   1. In order to score a goal, the ball must pass completely over the goal line.
   2. After a goal, a kickoff shall be awarded to the opposing team (team who gave up the goal).

Section Two: Timing
A. Timing
   1. The game will be 40 minutes in duration, divided into two 20 minute halves.
   2. No timeouts will be awarded to any team.
   3. The clock shall run continuously unless one of the following occurs:
      a. Injury;
      b. Official time out; or
      c. Intentionally playing the ball out of bounds
B. **Timing Errors**
   1. The officials will keep the clock and have complete jurisdiction over timing throughout the game.
   2. If a timing error occurs, it is the referee’s decision as to how to correct that error.

C. **Shootout**
   1. During the regular season, games will be allowed to end in a tie.
   2. During the playoffs, the following overtime procedures will be used to break the tie:
      a. A three minute overtime period will be played in a golden goal format. A coin toss will determine who begins with the ball.
      b. If the game is still tied after the three minute overtime period, a shootout will occur. Another coin toss will decide which team receives the following choices:
         i. Order of kick for the shootout
         ii. Which goal to use for the shootout
      c. Each team will pick three (3) players, all of which must be on the court at the end of regulation, to shoot once.
      d. If the game is still tied following the initial shootout attempts, each team will attempt a shot and alternate shots until the tie is broken (one team makes and the other misses).
      e. Every player who was on the court at the end of regulation must attempt one (1) shot before any player is permitted to shoot his/her second shot.

### Section Three: Mercy Rule and Forfeits

**A. Mercy Rule**

1. If a team is 10 or more goals ahead when the clock reaches the five (5) minute mark in the second half, the game is over.
   a. If a team scores during the last five (5) minutes of the game and that score creates the point differential required for the mercy rule to apply, the game is over.

2. If a team is five (5) or more goals ahead when the clock reaches the two (2) minute mark in the second half, the game is over.
   a. If a team scores during the last two (2) minutes of the game and that score creates the point differential required for the mercy rule to apply, the game is over.

**B. The score of any forfeited game shall be 5-0 in favor of the offended team.**

**C. Grace Period**

1. If a team cannot field the number of players required to participate at game time, the opposing captain will be given the choice to either apply the grace period or receive a win by forfeit.
2. Should a captain choose to apply the grace period, the game clock will start and run for up to 10 minutes. If after 10 minutes a team still cannot field the number of players required to participate, a forfeit is declared.

### Section Four: Substitutions

**A. Flying Substitutions**

1. Players may exit and enter at any time through the substitution zone, which will be marked in front of each team’s bench.
2. A team may never have more than five (5) players on the court.
3. A player must always exit before another player will be eligible to come onto the court.
4. Each team is only permitted to use its own substitution zone directly in front of the bench. Players may not exit or enter through the opposing team’s zone.
5. Failure to comply with all substitution policies could result in a player/team caution.

**RULE THREE: FREE KICKS AND PENALTY KICKS**

### Section One: Free Kicks

**A. Direct Free Kicks**

1. All fouls will result in a direct kick unless advantage is played. All defensive players must be outside a five-yard radius from the ball during a free kick. Fouls occurring inside the three-point arc of the attacking team will be brought out to the closest point on the arc.
   - Direct Free Kicks will be given in the following circumstances:
     b. A non-malicious foul is called
     c. A player trips an opponent
     d. A player attempts to kick or strike an opponent
     e. A goalkeeper attempts to strike or push an opponent with the ball
     f. A player pushes an opponent with the hands or arms extended from the body
     g. A player charges an opponent
     h. A player slide tackles an opponent
     i. A goalkeeper delays in relinquishing the ball
     j. A goalkeeper uses his/her hands to play a ball that was played to him/her by a teammate
     k. If a game is stopped for misconduct and no other restart takes precedence

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**STETSON UNIVERSITY**

**INTRAMURAL SPORTS**
Section Two: Penalty Kicks
A. Penalty Kicks
   1. The goalkeeper shall remain on the end line between the goal posts until the ball is touched. He/She is only permitted to move laterally.
   2. The ball must be stationary before it is played from the penalty kick line, and the kick must be played forward. Failure to kick the ball as specified will result in a re-kick.

RULE FOUR: OFFSIDES
Section One: Offsides
A. There are no offsides calls in Futsal Soccer.

RULE FIVE: THROW INS, GOAL KICKS, AND CORNER KICKS
Section One: Throw-Ins
A. When Taken
   1. There are no throw-ins in Futsal Soccer.
   2. All kick-ins are indirect kicks that result from the spot where the ball went out of play.

Section Two: Goal Kicks
A. Goal Kicks
   1. All goal kicks should be taken from the goal box, marked by the basketball lane lines (to the sides) and the back volleyball line (to the front).
   2. The ball is not considered live until:
      a. The ball leaves the penalty area of which it is taken.
      b. It is touched by another player.
   3. After the goal kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

Section Three: Corner Kicks
A. Corner Kicks
   1. A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding the portion under the goal, either in the air or on the ground, having last been touched or played by the defending team.
   2. Players of the defending team shall remain at least five (5) yards from the ball until it is kicked.
   3. The ball shall be kicked from the ground within the quarter circle nearest where the ball left the court of play.
   4. The ball shall be moved at least one revolution forward before it is in play. Failure to kick the ball as specified will result in a re-kick.
   5. After the corner kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

RULE SIX: MISCONDUCT
Section One: Cards
A. Yellow Cards
   1. Players, coaches, or any other personnel representing a team may be given a yellow card for the following:
      a. Entering or leaving the court illegally
      b. Unsportsmanlike conduct
      c. A slide tackle
      d. Any incidental use of vulgar or profane language
      e. Objection by word, mouth, or action to any decision given by an Sport Programs staff member
B. Red Cards
   1. Players, coaches, or any other personnel representing a team may be given a red card for the following:
      a. Exhibiting violent conduct or committing a dangerous foul that is malicious in nature
      b. Using foul or abusive language
      c. Any subsequent act of misconduct after having been cautioned (two yellow cards)
      d. Intentional handling of the ball
   2. Any person given a red card must leave the court of play immediately for the remainder of the contest.
   3. Players who are disqualified will be able to be replaced on the court.
RULE SEVEN: PROTESTS
Section One: Protests

A. Types
   1. Misinterpretation of a rule. The protest must be made before the next live ball or before the officials leave the playing area.
   2. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing area.
   3. Ineligible player. The protest must be made within 24 hours of the end of the game. The Sport Programs staff will rule on the protest.

B. Procedures
   1. Protests based on decisions involving accuracy of an official’s judgment will not be considered.
   2. Team captains must initiate protests. The Sport Programs staff on site, including officials and supervisors will determine the next action to take place.