



INTRAMURAL SPORTS FUTSAL, 5v5

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

Facility

1. Games will be played at the Student Recreation Center (SRC) on Upper Courts 2 and 3.

Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.

Game Time & Timing Regulations

1. Games will consist of two twenty-minute halves – running time. The clock will only be stopped for injuries or delays designated by the official. There will be a three to five-minute half time.
2. Mercy Rule: If a team is up by ten (10) goals with 10 minutes remaining in the game or if a team is up by five (5) goals with 5 minutes remaining in the game, the game will be declared over. However, if the officials feel as if the winning team is stalling to continue play after the mercy rule mark of the game; the officials have the right to declare the game over.
3. Overtime Rules: Overtime will *only* be played in the playoffs. During the playoffs, if the game ends in a tie there will be a penalty shoot-out. Each team will select five (5) shooters (all shooters must have been on the field of play at the end of regulation). A coin toss called by the home team will determine who will shoot first. The referee will choose the goal to be shot at during the penalty shoot-out. Shooters will alternate until a winner is determined. If the score is still tied after all five (5) shooters from each team has shot, the shoot-out will go into sudden death until a winner is determined provided both teams have taken an equal number of shots.

Player Equipment

1. Teams are responsible for wearing uniformly colored shirts. Pinnies will be available, otherwise, the first team listed on the schedule will be considered the home team and will wear white shirts and the second team will be the away team and will wear dark shirts.
 - a. The goalie on each team must wear a shirt, which is a different color from that of his/her teammates.

2. The game ball will be provided at the start of the game.
3. All players must wear appropriate, non-marking athletic shoes – cleats are NOT allowed.
4. Soccer shin guards are optional but strongly recommended.
5. All jewelry is prohibited.

The Team

1. A team may start with 4 players, but have no more than 5 players, including the goal keeper, on the court at any one time. A team may have an unlimited number of substitutions on the team bench. If at any time there are more than 7 players on the court, an indirect kick will be awarded to the opposing team.
 - a. Co-Rec Rule: The team playing with 5 must be 2M and 3F or 3M and 2F. If the team is playing with 4, the combination must be 2F and 2M.

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Starting score 1-0	Max 3.0
5 minutes	Forfeit	Max 1.0

2. If at game time a team is not ready for play, a grace period of up to 5 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the field, & signed in).
3. Substitutions are unlimited and occur “on the fly”. The player leaving must be completely out-of-bounds before the substitute may enter the court-of-play. Both the player leaving, and the substitute entering the court must do so within 5 feet of the mid-court line on the side of the team boxes. A goalie may be replaced only during a dead ball period and only after the officials are notified and approve of the substitution. Any violation of these rules will result in a warning for unsportsmanlike conduct and an indirect kick.
4. Valid WVU ID cards are required for participation.

Start of Play

1. During the captain’s meeting, captains will play rock, paper, scissors to replace a coin toss at the beginning of the game. The team winning the toss will have the option of kicking off or defending the goal of their choice. At the start of the second half, the teams will switch ends and the other team will have the kickoff.
2. All players must be in their own half of the court for the kickoff. A goal can be scored directly from the kickoff.
3. The person kicking the ball is not allowed to touch or play it again until it has made contact with another player.
4. A drop-ball procedure applies to begin the game after it may have been temporarily suspended. The ball is dropped at the point where the action stopped. It must hit the ground before it is played. A goal can be scored off the drop-ball procedure.
 - a. NOTE: If play was stopped in the penalty area, the game is restarted with a drop-ball procedure at the nearest point outside the penalty area.

Scoring

1. A goal is scored when the *entire* ball crosses the goal line, in the goal, provided it wasn't thrown, carried, or propelled intentionally by an attacker's hand or arm.
2. A goal may not be scored from an indirect free kick or a throw-in.

Boundary Lines

1. The ball is out of play when it wholly crosses the sideline or endline.
 - a. When the ball crosses the sideline: it is then put back into play by an indirect kick-in taken from the exact spot the ball was declared out of bounds.
 - b. When the ball crosses the endline and was last touched by an offensive team member: it is then put back into play by an indirect goal kick, taken from anywhere inside the goalie area.
 - c. When the ball crosses the endline and was last touched by a defensive team member: it is then put back into play by a direct corner kick by the offensive team. The kick must be taken from the nearest corner.
2. A player may step on or over the line while playing the ball as long as the ball is in the court of play.

Violations

1. When there is either an indirect or direct kick, players of the opposing team shall not approach within 5 yards of the ball until it is in play.
 - a. Any violation of this rule will result in an indirect free kick from the place where the infringement occurred.
2. Direct Free Kick: awarded to the opposing team if a player commits any of the following 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
 - e. Strikes or attempts to strike an opponent
 - f. Pushes an opponent
 - g. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
 - h. Holds an opponent
 - i. Spits at an opponent
 - j. Slide tackles an opponent
 - i. A goal **MAY** be scored on a direct free kick.
3. Indirect Free Kick: is awarded to the opposing team if a goal keeper, inside his/her own penalty area, commits any of the following 5 offenses:
 - a. Touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
 - b. Touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate

- c. Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate
 - d. Wastes game time
- 4. If a player touches the ball more than once during a kick-in, kick-off or any free kick, an indirect free kick will be awarded to the opposing team.
- 5. Indirect Free Kick: is also awarded to the opposing team if a player, in the opinion of the referee:
 - a. Plays in a dangerous manner
 - b. Impedes the progress of an opponent
 - c. Prevents the goal keeper from releasing the ball from his/her hands
 - d. Commits any other offense, for which play is stopped to caution or dismiss a player

Penalties

1. Yellow Card Offenses
 - a. A player is cautioned and shown the yellow card if he/she commits any of the following offenses:
 - i. Is guilty of unsporting behavior
 - ii. Shows dissent by word or action
 - iii. Persistently infringes on the rules
 - iv. Delays the restart of play
 - v. Fails to respect the required distance when play is restarted with a corner kick or free kick
 - vi. Enters or re-enters the field of play without the referee's permission
 - vii. Deliberately leaves the field of play without the referee's permission
 - viii. SLIDE TACKLING: any attempt (including goal keepers) whether or not contact is made with the ball
2. Red Card Offenses
 - a. A player is ejected from the game and shown the red card if he/she commits any of the following seven offenses (team will play down a player):
 - i. Is guilty of serious foul play
 - ii. Is guilty of violent conduct
 - iii. Spits at an opponent or any other person
 - iv. 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)
 - v. 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
 - vi. Uses offensive, insulting or abusive language
 - vii. Receives a second caution in the same match
 - viii. SLIDE TACKLING FROM BEHIND – any attempt whether or not contact is made with the ball.
3. Penalty Kick

- a. In order for a penalty kick to be awarded, the following must occur:
 - i. Ball must be within the goalie area
 - ii. Penalty assessed to the defensive team
 - iii. Penalty must result in a direct kick
- b. A penalty kick shall be taken from the top-center of the goalie area. When the penalty is being taken all players with the exception of the player taking the kick and the opposing goal goalie must be at least five yards behind the player taking the kick.
- c. The player taking the kick must kick the ball forward in order for it to be deemed in play. The kicker cannot play the ball a second time unless another player has touched it.
- d. If the goalie moves forward early and a goal is scored, the goal counts. If the goalie moves forward early and a goal is saved, a penalty kick is taken again. The goalie may move laterally before the ball is kicked.

Goalkeepers

1. Teams are not required to have a goalkeeper to start the game, however, it is suggested.
2. The goalkeeper on each team must wear a shirt that is a different color from that of his/her teammates.
3. The goalkeeper is the only player on the fields which is allowed to utilize their hands, given they are within the goalie area.
4. Goalkeepers may not punt or dropkick the ball.
5. Goalkeepers may not throw the ball past the halfway line without the ball contacting a player.
6. The goalkeeper may only hold the ball for 6 seconds. At or within 6 seconds, goalkeepers must release the ball (drop or throw).
 - a. A dropped ball may not be picked back up.
7. A goalkeeper MAY slide to make a save on the ball but may NOT slide into a player at any point.
 - a. If a goalkeeper slides into a player outside the goalie area, PENALTY: direct free kick from the spot of the foul.
 - b. If a goalkeeper slides into a player within the goalie area, PENALTY: penalty kick.

Definitions

1. **ADVANTAGE-** A discretionary judgment which allows an official to permit play to continue rather than stopping play to administer the foul. This concept is based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away from a favorable opportunity for the offended team. The foul may be subsequently called if the advantage does not materialize.
2. **HANDLING-** Deliberately playing the ball with one's hand or arm. The hand or arm must move toward the ball or the hand or arm must be carried in an unnatural position before an infraction of the rule can be charged.

3. OBSTRUCTION- The deliberate act by a player of running between an opponent and the ball or using the body as an obstacle when not in possession of the ball or attempting to play the ball.
4. PLAYING DISTANCE- The distance between the player and the ball which the official judges to be adequate to control the ball. It will seldom exceed two steps (six feet).
5. SHIELDING- Movement by a player in control of the ball (within playing distance) designed to prevent an opponent from gaining possession or prevent him/her from tackling the ball.
6. SLIDE TACKLE- A maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent.

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good → Respectful, pleasant behavior, no warnings

3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.

2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

Further questions can be directed to intramural.sports@mail.wvu.edu.