

## **RAW 5v5 Futsal Rules and Regulations**

*These rules are modified as deemed necessary by conditions of intramural and tournament competition. Any rules not covered therein shall be governed by NFHS rules.*

*All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.*

### **General**

1. Forfeit time is game time.

### **EQUIPMENT**

1. Each team is required to wear a shirt with the same shade of the same color.
2. All players must wear non-marking shoes. The shoes must be rubber-soled, athletic shoes. No black-soled or street shoes are allowed.
3. Equipment which may be dangerous to another player (such as hats and bandannas) are not allowed. The supervisor/official will determine if an article is dangerous and will ask the player to remove the article. If the player refuses he/she will be asked to leave.
4. Knee braces made of hard, unyielding substances must be covered on both sides with all edges overlapped, and any other hard substances must be covered with at least ½ inch of slow recovery rubber or similar material will be allowed.
5. Jewelry, rubber bands, chains, rings, or earrings may not be worn. Medical alert bracelets or religious jewelry must be taped to the body.
6. Shin guards are highly recommended but not required.

### **ELIGIBILITY**

1. All players must be current students, or faculty/staff with RAW memberships.
2. Team members must have all signed their IM Sports Annual waiver prior to participating.
3. Players can not play on more than one team in the same league.
4. NO more than two VARSITY PLAYERS are allowed per team.

### **TEAM SIZE**

1. Teams consist of 5 to a side with a roster max of 12 players.
2. Teams cannot start with less than 4 players.
3. Teams can make unlimited substitutions.
4. There are no goalies.

### **GAME COURT**

1. The playing court is the perimeter of the basketball court.
2. Pugg goals (or roller hockey goals turned on their sides) will be used as goals.
3. There is a crease that extends across the baseline of the basketball 'key' which is directly

in front of the goal. The crease also extends about two meters in. This area will be marked and is at the discretion of the official.

- a. Players on offense or defense can not play the ball or loiter in the crease (you can run through the crease) during play.
- b. Similarly, players may not act as a goalie and stand in the crease.

## **SUBSTITUTIONS**

1. Substitutions are allowed on 'the fly' but the player coming in must signal to the scoretable they will be subbing and must be within close proximity to the players coming off.
2. Players coming in can not directly influence play.

## **THE GAME**

1. 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 overtime period.
2. There will be two (2), twenty (20) minute halves with a live/running clock.
3. There will be 1 sixty second timeout allotted per team each game.
4. Regular season games can end in a tie. For Playoffs, if the score remains tied at the end of the second half, an overtime period of 5 minutes will commence. If after the OT period the game is still tied it will progress into a penalty kick shootout following the standard protocols of 5 shots per team, players must be on the court at the end of the OT period.

**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.

**FOULS AND MISCONDUCT:** The following will be recognized as 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 the ball high such that it hits the track - automatic Yellow Card
2. Kicking or attempting to kick an opponent
3. 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.
4. Jumping at or throwing yourself at an opponent.
5. Charging an opponent in a violent or dangerous manner
6. Charging an opponent from behind unless the latter is obstructing.
7. Striking or attempting to strike an opponent.
8. Holding or pushing an opponent.

9. Charging an opponent with their shoulder.
10. There is absolutely **NO SLIDING**. Not even to save the ball from rolling out of bounds or going into the goal.
11. Handling the ball.

- These infractions will result in an INDIRECT FREE KICK from the spot of the foul.
- Foul for team violating **the no goalie rule**: It will count as a foul and a Penalty Kick from half court.
- Sliding inside of the arc will result also result in a PENALTY KICK

During PENALTY KICKS all players must stand behind the half court line and away from the kicker.

If a player is given a YELLOW CARD, they must sit out for 2 minutes or until a goal is scored by either team. A teammate can sub in for them at that time.

If a player is given a RED CARD, their team must play down a player the rest of the game.

### **KICK-INS**

1. A ball is re-entered back in to play with a 'Kick-In' when it goes out of play.
2. The ball is placed one meter in from the touch line or the baseline but never in the goal crease.
3. 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.
4. Players on the opposing team must be at least five meters from the ball.
5. A goal can not be scored directly on a kick-in.
6. 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 official'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.