

5 v 5 Indoor “Futsal” Soccer - Rules

Revised Fall 2024

General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid Mason ID in order to sign-in and participate in an intramural contest.
2. A player that does not have their Mason ID may still sign-in using a valid government issued photo ID (i.e. a driver’s license or passport), *if* their name is already listed on the IMLeagues roster.
3. An individual is bound to the *first* team they sign-in for.
4. A participant can only play on 1 Co-Rec team and 1 single-gender team (i.e. Men’s or Fraternity).

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time, or are unable to produce enough eligible players to field a team, will be assessed a forfeit.
 - a. Forfeits will be recorded as 5-0.
2. The prepared team must allow the other team a grace period of 5-minutes to acquire a properly equipped team. The game clock will start at game time. The 5-Minute Rule comes into effect when:
 - a. At least 1 (one) person from the team is properly checked in.
 - b. The captain/team that is not properly prepared to play with the minimum number of players will have 5 minutes to become ready to play.
 - c. If the 5-minute time limit expires and the team still does not have the minimum number of players, the game will be forfeited to the team that has the minimum number of players present.
 - d. If at any time, during the 5-minute limit, the team acquires the minimum number of players, the game will begin. The game clock will remain at the time that has passed and will continue in accordance with sport rules.
3. The captain of the forfeited team will be assessed a \$25 Forfeit Buy-Back fee. Additionally, the team will be ineligible to play in their next scheduled game until the forfeit fee is paid.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by completing a Default Notification form by 1:00pm on the business day of the contest.
 - a. For Sunday games, this form must be completed by 1:00pm the Friday before.

Sportsmanship

To be eligible for playoffs, intramural teams **MUST** have an average sportsmanship rating of 2.5.

Competitive Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Unsportsmanlike conduct or other inappropriate behavior occurring in Mason Recreation indoor or outdoor facilities before, during, or after intramural events will not be tolerated. Teams will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Mason Recreation staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sport seasons.

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The officials will rate each team in each contest. The authority of the officials’ rating exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet. In all cases the Competitive Sports Supervisors and administrative staff may provide input, which may raise or lower the rating. Supervisors may amend the rating for inappropriate conduct or use of an ineligible player.

- **0** - Team is completely uncooperative and out of control before, during, or after a contest. The team captain exhibits poor or no control over themselves, the team, and/or the spectators. The team has multiple ejections or blatant unsportsmanlike conduct that endangers participants, fans, officials, or supervisors. Team fails to cooperate/comply with intramural sports administrative staff, university officials, or law enforcement while performing their duties; falsely represents or withholds any requested information.
 - **Teams that receive a “0” rating are subject to immediate dismissal from the league or tournament**
- **1** - Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams that receive a second unacceptable rating (“1”) in the same sport or activity are subject to immediate dismissal from league or tournament play.
- **2**- Team members or spectators are disrespectful of opponents or officials on a number of occasions, which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.
- **3**- Team members and spectators are respectful of opponents and officials except for one or two minor incidents, which may or may not merit a warning from the game officials or supervisor.
- **4**- Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other’s efforts. At no time was this team disrespectful towards participants or officials.

Protest

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of officials.
2. To file a protest, notification of the protest must be made to a game official prior to the *next live ball*.
3. A player’s eligibility must be protested *prior to the start of the contest*.

For more information regarding the policies and procedures of Intramural Sports, please see the Intramural Sports Handbook on IMLeagues and the Mason Recreation website.

Inclement Weather

1. Information regarding postponement or cancellation of intramural sports contests due to inclement weather will be available through announcements on IMLeagues, through email, or by phone.
 - a. Every effort will be made to announce decisions to cancel outdoor games by 3:00pm on weekdays and 12:00pm on Sunday.
 - b. The decision may also be determined at game time by the Competitive Sports staff.

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2. Regular season games cancelled due to inclement weather will not be rescheduled and both teams will receive a sportsmanship rating of a 3.
3. Playoff games cancelled due to inclement weather will be rescheduled as soon as possible.

I. Governing Rules

1.1 FIFA Futsal Laws of the Game shall govern all play, with any exceptions listed below. Final Interpretations and modifications shall be determined by the Coordinator of Competitive Sports directly overseeing the sport.

II. General Provisions and Equipment:

2.1 Team Requirements

- a) A team consists of five (5) players. A team must have four (4) players to start a game and may finish with three (3) players. One player must be designated as the goalkeeper.
- b) When a team has forfeited, the opposing team must have at least four (4) players checked in with the supervisor to receive a win.

2.2 Equipment

- a) Teams must wear jerseys/shirts with the same shade of color. Goalkeepers must wear a different colored jersey/shirt than either team.
 - i. Teams may wear pinnies provided by Mason Intramurals.
- b) All players must wear athletic shoes made of canvas, leather, or synthetic material which cover the entire foot.
- c) Competitive Sports highly encourages all participants to remove jewelry prior to entering any contest. Those participants that choose to wear jewelry do so at their own risk. Competitive Sports staff reserves the right to remove a participant from play if they deem the jewelry to be unsafe to themselves or others. A list of jewelry items that will always be deemed unsafe is available in the Intramural Sports Handbook. Hats with a brim are not permitted. Medical emergency bracelets/necklaces may be worn but must be taped to the person.
- d) Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official, or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with slow recovery rubber or similar material will be allowed.
- e) **SHIN GUARDS ARE REQUIRED.** Each player must have properly sized shin guards and socks that COMPLETELY COVER the shin guards. Non-manufactured replacements made from items including but not limited to cardboard, newspaper, or metal will not be permitted.
- f) Game balls will be provided by Mason Intramurals.

III. The Game, Overtime, and Timeouts

3.1. Duration of the Game

- a) There will be two 20-minute halves of continuous running time. Clock stops for timeouts or official timeouts (e.g. for injuries). Otherwise, the clock will not stop and there will be no stoppage time.

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- i. Exception: Game officials/supervisors may add or remove time if a team is attempting to slow the game illegally (e.g. substitutes walk off the field after given instruction to jog).
 - ii. Exception: The game is extended for the taking of a penalty kick, a kick from the 10-meter mark, or a direct free kick without a wall.
- b) There will be a three-minute intermission between halves.

3.2. Overtime

- a) Regular Season – There will be no overtime in the regular season
- b) Playoffs – **One** 5-minute golden goal period will be played if a game is still tied after regulation.
 - i. At the end of regulation time, a coin toss will take place to decide possession/side
 - ii. The first team to score during the overtime period will be declared the winner
- c) Penalty Shootout – If the game remains tied at the end of the overtime period, a penalty shootout will decide the winner.
 - i. Any five players from each team, which were on the field at the end of the second overtime, will be selected by the team to shoot.
 - ii. The goalkeepers will be the same as the goalkeepers from the end of the second overtime.
 - iii. There will be a coin flip at the end of the second overtime and the winner chooses to kick first or second.
 - iv. Each team has a total of 5 penalty kicks and will alternate each shot. No rebounds are allowed.
 - v. The kicker must wait for the official to start the play on each kick.
 - vi. If the score is tied at the end of the shootout, a sudden death shootout will be held, with any player on the field will be eligible to shoot. A player may not shoot twice unless all other players have shot once.
 - vii. The sudden death shootout will have each team alternate kicks until one of the teams has made more shots after an even number of shots have been taken by each team.

3.3. Timeouts

- a) Each team will have two (2) timeouts per game, lasting no more than one (1) minute.
- b) A team may request a timeout when the team is in possession of the ball and the ball is out of play.

3.4. Scoring

- a) A goal is scored when the whole of the ball passes over the goal line, between the goalposts, and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal.
- b) A goal may be scored during play and directly from a:
 - i. Direct free kick
 - ii. Penalty kick
 - iii. Corner kick
- c) A goal may not be scored directly from a(n):
 - i. Indirect free kick
 - ii. Kick-in
 - iii. Goal clearance

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- iv. Kick-off
- d) Mercy Rule – If a team is ahead by ten (10) or more goals at or after halftime or by five (5) or more goals with five minutes or less remaining in the second half, the game will end. At the same time, if a team is ahead by four goals and is deemed to be stalling, the officials have the option to end the game and sportsmanship points may be deducted.

3.5 The Start and Restart of Play

- a) Prior to all games, there will be a captains meeting and coin toss. The team winning the coin toss will have the choice of which end to defend/attack or to kick-off.
 - i. In the second half, the teams change ends and attack the opposite goals.
- b) Kick-off procedure
 - i. All players, except the player taking the kick-off, must be in their own half of the field of play.
 - ii. All opponents must be outside the center circle.
 - iii. The ball is stationary on the center mark.
 - iv. The referee gives the signal.
 - v. The ball is in play when it is kicked and clearly moves.
 - vi. A goal may *not* be scored directly from a kick-off.
 - vii. If the player taking the kick-off touches the ball again before it has touched another player (except with their hands), an indirect free kick is awarded to the opposing team at the spot the infringement occurred.
- c) Dropped Ball
 - i. Play is restarted with a dropped ball when the ball is in play, play is stopped, and no other restart in the rules takes precedence
 - ii. The ball is in play when it touches the ground
 - iii. A goal cannot be scored directly off a dropped ball

3.6 The Ball In and out of Play

- a) The ball is out of play when it has wholly crossed the goal line or touch line on the ground or in the air, play has been stopped by the referees, or it hits the ceiling.
- b) The ball is in play at all other times, including when it rebounds off a goalpost or crossbar and remains on the pitch and when it rebounds off the referees when they are on the pitch.

3.7 The Method of Scoring

- a) A goal is scored when the whole of the ball passes over the goal line, between the goalposts, and under the crossbar provided no infringement of the rules has previously occurred by the scoring team.
- b) A goal may be scored from anywhere on the pitch.

3.8 Fouls and Misconduct

- a) A direct free kick is awarded to the opposing team if a player commits any of the following offences:
 - i. Kicks or attempts to kick an opponent
 - ii. Trips an opponent
 - iii. Jumps at an opponent
 - iv. Charges an opponent

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- v. Strikes or attempts to strike an opponent
- vi. Pushes an opponent
- vii. Tackles an opponent
- viii. Holds an opponent
- ix. Bites or spits at an opponent
- x. Handles the ball deliberately (except for the goalkeeper within their own penalty area)
- xi. **SLIDES AT AN OPPONENT**
 - i. Slide tackles are illegal in Intramural Futsal.
 - ii. A player may leave their feet to stop the forward progress of the ball, only when another player is NOT in the immediate vicinity. If a defensive player leaves their feet within 6 feet of another player in the direction of that player, it shall be deemed a slide tackle.
 - iii. On the 1st offense, if the slide tackle is made and is not deemed malicious, it will result in a yellow card. The entire team will be given a verbal warning.
 - iv. The second offense by any player on the same team for a slide tackle will automatically result in a red card
 - v. On the 1st offense, if the slide tackle is made and is deemed malicious (playing the player and not the ball and/or from behind), it will result in a red card and an automatic 2 "Sportsmanship Rating". The entire team will be given a verbal warning. The second offense by any player on the team will result in a second ejection and a forfeit.

A direct free kick is taken from the place where the offence occurred.

- b) A penalty kick is awarded if any offense punishable by a direct free kick is committed by a player inside their own penalty, provided the ball is in play.
- c) An indirect free kick is awarded to the opposing team if:
 - i. A goalkeeper
 - i. Throws the ball directly over the half-way line
 - ii. Touches the ball with their hands inside their own penalty area after it has been deliberately kicked to them by a teammate
 - iii. Touches the ball with their hands inside their own penalty area after they have received it directly from a kick-in by a teammate
 - ii. A player
 - i. Plays in a dangerous manner in the presence of an opponent
 - ii. Impedes the progress of an opponent without contact
 - iii. Prevents the goalkeeper from releasing the ball from their hands
 - iv. Commits any other infringement not mentioned in the rules for which play is stopped to caution or dismiss a player
- d) A player is cautioned (yellow card) if they are guilty of the following offenses:
 - i. Unsporting behavior
 - ii. Dissent by word or action
 - iii. Persistent infringement of the rules
 - iv. Delaying the restart of play
 - v. Failure to respect the required distance at restart
 - vi. Fails to follow the substitution procedure by entering the pitch from an incorrect position or before the substituting player has fully left the pitch

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- i. Infringing team plays down a player for 1 minute or until to opposing team scores a goal.
- vii. First, non-malicious slide tackle for a team
- e) A player is sent off (red card) if they are guilty of the following offenses:
 - i. Serious foul play
 - ii. Violent conduct
 - iii. Biting or spitting at someone
 - iv. Uses offensive, insulting, or abusive language and/or gestures
 - v. Denies an obvious goal scoring opportunity by deliberately handling the ball
 - vi. Denies an obvious goal scoring opportunity to an opponent whose overall movement is toward the offender’s goal by an offence punishable by a free kick
 - vii. Receives a second caution in the same match
 - viii. Second slide tackle for the same team or malicious slide tackle

**Two red cards for same team will end the game and result in a forfeit for the offending team

**Ejected players cannot be substituted for

3.9 Free Kicks and Accumulated Fouls

- a) Indirect Free Kick
 - i. The referees indicate an indirect free kick by raising their arms above their heads. This signal is maintained until the ball has been touched by another player or the ball goes out of play.
 - ii. A goal can only be scored if the ball subsequently touches another player before it enters the goal.
 - iii. An indirect free kick is taken from the place where the infraction occurred. Indirect free kicks conceded to the attacking team are taken from the penalty area line nearest where the offense was committed.
- b) Direct Free Kick
 - i. One of the referees signals the direct free kick by keeping one arm horizontal and pointing in the direction the kick is to be taken. The referee points to the ground with their other hand to indicate an accumulated foul.
 - ii. A goal can be scored directly into the opponent’s goal.
- c) Accumulated Fouls
 - i. Accumulated fouls are those penalized with a direct free kick or penalty kick
 - ii. Accumulated fouls do not reset at any point during the game
 - iii. The first five accumulated fouls for a team result in direct free kick from the place of the foul or a penalty kick. The opposing team may form a wall at least 5 yards away from the ball.
 - iv. Beginning at the sixth accumulated foul, direct free kicks will be awarded during which a wall may not be formed. The player taking the kick must be identified and take the free kick with the intention of scoring a goal. After the kick, no player may touch the ball until it has been touched by the defending goalkeeper, rebounded off one of the goal posts or crossbar, or left the pitch.
 - i. Fouls committed behind the attacking 10-meter mark result in a direct free kick from the 10-meter mark.

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- ii. Fouls committed in front of the attacking 10-meter mark but outside the penalty area can be taken from the spot of the foul or the 10-meter mark.
 - iii. The players, except the kicker and defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at distance of 5 yards from the ball until the ball is kicked.
- d) Common Free Kick Infringements
- i. Team taking the kick takes more than four seconds – *indirect kick awarded to opposing team from same spot*
 - ii. Beginning with the sixth accumulated foul, team does not take the kick with the intention of scoring a goal – *indirect free kick awarded to opposing team from same spot*
 - iii. Kick taker touches the ball again (not with their hands) before it has been touched by another player – *indirect free kick awarded to opposing team from the spot of the second touch*

3.10 The Penalty Kick

- a) A penalty kick is awarded against a team that commits a foul for which a direct free kick is awarded inside its own penalty area while the ball is in play
- b) A goal may be scored directly from a penalty kick
- c) Position of the ball and the players
 - i. The ball must be placed on the penalty mark
 - ii. The player taking the penalty kick must be properly identified
 - iii. The defending goalkeeper must remain on their goal line, facing the kicker, between the goalposts, without touching the goal until the ball has been kicked
 - iv. The other players must be located on the pitch, outside the penalty area, behind penalty mark, and at least 5 yards from the penalty mark
- d) The ball is in play when it is kicked and clearly moves forward
- e) Infringements

Infringements	Outcome of Kick	
	Goal	No Goal
Attacking player	Penalty is retaken	Indirect free kick
Kicker kicks backwards	Indirect free kick	Indirect free kick
Kick by unidentified player	Indirect free kick	Indirect free kick
Defending player	Goal	Penalty is retaken
By both teams	Penalty is retaken	Penalty is retaken

3.11 The Kick-In

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- a) A kick-in is a method of restarting play (replaces the throw-in in traditional soccer)
- b) A kick-in is awarded to the opponents of the player who last touches the ball before it completely crosses the touch line
- c) A goal may not be scored directly from a kick-in
- d) Opponents must be on the pitch and at least 5 yards from the place of the kick-in
- e) At the moment of delivering the ball, the kicker:
 - i. Has one foot on the touch line or on the ground outside the pitch
 - ii. Kicks the ball, which must be stationary
 - iii. Delivers the ball within four seconds of being ready to do so
- f) The ball is in play when it enters the pitch
- g) Common Infringements
 - i. Kick taker touches the ball again (not with their hands) before it has been touched by another player – *indirect free kick awarded to opposing team from the spot of the second touch*
 - ii. Kicker has foot entirely on pitch – *kick-in awarded to opposing team from the same spot*

3.12 The Goal Clearance

- a) A goal clearance is a method of restarting play
- b) A goal clearance is awarded when the ball completely crosses the goal line last touched by a player of the attacking team, and a goal is not scored
- c) A goal may not be scored directly from a goal clearance
- d) Opponents must be on the pitch and outside the penalty area of the team taking the goal clearance
- e) The ball is thrown from any point inside the penalty area by the goalkeeper of the defending team within four seconds of being ready to do so
- f) The ball is in play when it moves directly out of the penalty area
- g) The ball must contact a player or the ground on the defensive half of the pitch before crossing midfield
- h) Common Infringements
 - i. The ball is not thrown directly out of the penalty area – *goal clearance is retaken*
 - ii. The ball is thrown directly over midfield – *indirect free kick awarded to opposing team from the spot the ball crossed midfield*

3.13 The Corner Kick

- a) A corner kick is a method of restarting play
- b) A corner kick is awarded when the ball completely crosses the goal line last touched by a player of the defending team, and a goal is not scored
- c) A goal may be scored directly from a corner kick against the opposing team
- d) The ball must be on the corner nearest the point where the ball crossed the goal line
- e) Opponents must be on the pitch and at least 5 yards from the corner
- f) The ball must be kicked by a member of the attacking team within four seconds of being ready to do so
- g) The ball is in play when it is kicked and clearly moves
- h) Common Infringements

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- i. Kick taker touches the ball again (not with their hands) before it has been touched by another player – *indirect free kick awarded to opposing team from the spot of the second touch*
- ii. Ball is not placed on the corner – *the corner kick is retaken*

IV. Benches and Substitutions

4.1 Benches

- a) Spectators are permitted in the team’s bench area. Teams may have a “coach,” but they will not be recognized by the game officials. However, any spectator/coach in the team’s bench area can affect the team’s sportsmanship.
- b) All players/coaches on the sideline must stay within the bench area

4.2 Substitutions

- a) All players except the goalkeeper may substitute “on the fly” (i.e. players do not need to wait for a stoppage in play to substitute).
- b) Players entering the game must wait for the player leaving the game to be fully off the pitch before entering the pitch. *Penalty: The offending player will receive a yellow card, and the team will play shorthanded for one (1) minute.*
- c) Any player changing places with the goalkeeper must do so during a stoppage in the game and must inform the referees before the change is made.

V. Injured Player

5.1 An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or a Site Manager is beckoned for the purpose of providing assistance. Time must actually come off the clock prior to any legal re-entry, or if a team is granted a time out the player may return at the conclusion of the time out period.

5.2 Any player who is bleeding, oozing bodily fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.

VI. Co-Rec Summary

6.1 A Co-Rec team consists of five (5) players (one of which is the goalkeeper). Teams must stay within a one-gender difference ratio. (i.e., 3m/2f or 2m/3f). A team may start with a minimum of four (4) players – two (2) males and two (2) females.

6.2 If in the overtime period a shootout occurs, teams must alternate shots on goal between male and female.