



## WKU Intramural - Recreational Sports

### Fall 2019 FUTSAL RULES AND REGULATIONS

(REVISED 08/30/2019)

#### ELIGIBILITY

**A)** Each student must sign a RELEASE AND ASSUMPTION OF RISK form (which releases the university and university employees and officers of liability in case of bodily injury) and file the form in the Office of Intramural-Recreational Sports, 201 Preston Center, prior to engaging in Futsal activities.

**B)** All **Full time** undergraduate students (twelve credit hours) and graduate students (nine credit hours) are eligible to participate in all intramural sports/events. **Part time** undergraduate students and graduate students (**at least three credit hours**) are eligible to participate in all intramural sports/events and must be a member of the Preston Center to participate. **You must pay the \$35.00 Preston Center Fee each semester to be eligible.** The part time students' fees can be paid in either Potter Hall room 208 or The Preston Center offices located on the second floor. All **full and part time faculty/staff** are eligible to participate in all intramural sport/events and must be a member of the Preston Center. If you are not a member of the Preston Center and would still like to participate in the intramural program you must pay the \$35.00 Faculty/Staff Intramural Player Fee each semester you would like to play in. That fee can be paid at the Preston Center in the offices located on the second floor. Any employees contracted by the University or are hired on a temporary basis are ineligible to participate in the WKU Intramural Sports Program. **The spouse of a full or part-time staff member is only eligible to participate in the Faculty/Staff Intramural Sports and must be a member of the Preston Center or pay the Faculty/Staff Intramural Player Fee of \$30.00 per semester.**

C)

- #1: Any person having been classified as a PROFESSIONAL athlete in a particular sport will not be eligible to participate in that sport or a related sport. He or she may, however, participate in other non-related activities.
- #2: Current members of Western Kentucky University varsity intercollegiate athletic teams are not eligible to participate in that same sport or a related sport for one year after the Division I National Championship Game of their sport. Individuals who are trying out for an intercollegiate team but who are not on a permanent roster will be permitted to participate until they are placed on a permanent roster. If he or she is placed on a permanent roster he or she will then become ineligible for that sport. Red-shirted athletes will not be eligible to play that same or related sport.
- #3: A current or former varsity athlete from any institution shall be ineligible to compete in a related sport for one full calendar year following that sport's Division I National Championship Game. After this one year period, such individuals are limited to one per team roster. All former athletes are ineligible for individual/dual activities.
- #4: No more than TWO current members of a related WKU Sport Club listed on a roster with the IM-Rec office will be eligible to play on the same team. These players are also ineligible for individual and dual activities.
- #5: Once a player has played in a game for a specific team, he/she will not be permitted to play on any other teams within that division/league for the duration of that season and/or tournament.

## GENERAL REGULATIONS

- A) All teams must submit a roster prior to the entry deadline date as indicated in the Intramural-Recreational Sports Calendar of Events. **It is mandatory that a team captain attend the informational meeting specified in the calendar of events.**
- B) Team captains will sign out and leave their WKU ID card for scrimmage vests. At the end of the game, the official of the game will collect the scrimmage vests from the team captains on his or her team's sideline. If a scrimmage vest or any of the material given to the team captain is missing, the ID card will be retained until the equipment is returned to the Intramural-Recreational Sports Office. You will be charged for any missing equipment.
- C) All team members must have a **valid WKU ID Card** at every intramural event in order to participate. **NO EXCEPTIONS!** Class schedules, driver's licenses, birth certificates, passports, or any other forms of identification will NOT be accepted!

## CAPTAINS

- A) Each captain will be responsible for the behavior and discipline of his/her team & sideline. The captain must have his or her team on opposite sidelines before the game can begin.
- B) Team captains are eligible to file protests to the Intramural-Recreational Sports office regarding player eligibility, but not on matters that concern the judgment of the officials. These types of protests should be done in the form of a typed letter delivered to the Intramural Sports office the next day by 3 p.m.

C) The captain will act as a spokesperson for his/her team in discussion with game officials or in matters concerning the team or individual players unless signified to the Intramural Director, Men's and Women's Coordinator, or to game officials that someone else will be spokesperson. In such a case, the captain will relinquish the rights as spokesman in favor of the person appointed for this stated period. A captain may appoint a co-captain on the field for the purpose of accepting or declining penalties.

D) It will be the responsibility of each captain to keep the players at least two yards off the sideline. Failure to do so will result in a **penalty kick**. Unsportsmanlike behavior between players and between coaches and players is also grounds for forfeiture.

## **TEAM**

A) Teams will be limited to 15 players Men's & Women's Leagues or 16 players for Co-Rec Leagues.

B) Each team must have a minimum of five players (six: Co-Rec.) on the playing field at the designated time of the game and must maintain a minimum five players (six: Co-Rec.) on the field throughout the game.

## **MERCY RULE**

Mercy Rule:

If a team is ahead by 4 or more goals with less than two (2) minutes to play, the game can be ended at the official's discretion. If a team takes the lead by 4 goals during the final two (2) minutes of the game, the game can also be ended at the discretion of the officials.

## **Number of Players**

Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper

- Minimum Number of Players to Finish Match: 3
- Maximum Number of Substitutes: 7
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

## **Players' Equipment**

Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards and footwear with rubber soles

## **Main Referee**

- Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
- Position: The side opposite to the player benches
- Power Unique to Main Referee: Can overrule Assistant Referee's calls.

## Second Referee

- Duties: Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
- Position: The same side as the player benches

## Timekeeper

- Duties: Start game clock after kick-off, stop it when the ball is out of play, and restart it after all restarts; keep a check on 2-minute punishment for sending off; indicate end of first half and match with some sort of sound; record time-outs and fouls (and indicate when a team has exceeded the 5-foul limit); record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.
- Position: Outside halfway line on the same side as the substitution zone (i.e., the players' bench side)

## Duration of the Game

- Duration: Two equal periods of 20 minutes; running clock. Time can be prolonged only to take a penalty kick.
- Time-outs: 1 per team per half; none in extra time
- Half-time: Maximum of 5 minutes

## The Start of Play

Procedure: Coin toss followed by kickoff; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

## Ball in and out of Play

- Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in at the place closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

## Method of Scoring

When the whole ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

## Fouls and Misconduct

**Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)**

- kicking or attempting to kick an opponent
- tripping an opponent

- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)

**Indirect free kick awarded when any of the following 8 offenses is committed (kick taken from the PK Spot when infringement takes place in penalty area):**

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds
- goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

**Players shall be cautioned** (i.e., shown yellow card) when:

- a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
- he persistently infringes the Laws of the Game
- he shows dissent with any decision of the referee
- he is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the PK Spot when the infringement takes place in penalty area).

Players shall be sent off (i.e., shown the red card) for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball
- (g) any slide tackle that is either deemed intentional by a supervisor/referee, or is deemed unintentional but causes/could have caused harm to a participant

**Direct free kicks** (or penalty kicks) accompany the expulsion for (a), (b), (e), (f) and (g); indirect free kicks, for (c) and (d) (from the PK Spot when the infringement takes place in the penalty area).

### **Rules of Expulsion:**

- The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores, whichever comes first.
- The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
- The substitute cannot come on until the ball is out of play and he has a referee's consent.

### **Free Kick**

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 meters away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

## **Accumulated Fouls**

Accumulated fouls refer only to all the fouls mentioned in Law XII (a through k(1 to 11)).

Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:

- that team shall not be allowed a defensive wall
- all free kicks shall be direct (no indirect free kicks)
- infringements committed within 12 meters of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot; infringements committed from 12 meters or further from the goal line shall be punished with a direct free kick from the Second Penalty Spot

### ***Procedure***

- Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
- The goalkeeper shall remain in his penalty area at least 5 m away from the ball.
- The kicker must aim at the goal, with the intention of scoring.
- No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar, or has left the pitch.
- If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where the infringement occurred.

## **Penalty Kick**

- To be taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

## **Kick-in**

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.

- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of kick-in.
- Cannot score directly from a kick-in.

## **Goal Clearance**

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

## **Corner Kick**

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of the corner kick.
- Can score goal directly from a corner kick.

## **Penalty Kick Shoot-out**

- Main referee decides goal to be used.
- Coin tossed to decide order.
- Five kicks to be taken by 5 different players selected from the 12 suited players. Captain of each team announces these 5 to the main referee before the kicks are taken.
- If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
- Players sent off during the match are not eligible to take these kicks.
- Any eligible player may change places with his goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.