
FUTSAL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, IFC FRATERNITY, AND WOMENS TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If a team is not at the court and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** Intramural Sports Officials will keep the official score and time.
5. **COURT RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the court. Failure to comply with all Intramural Sports rules for futsal and the Burdick Hall policies by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
6. **TEAMS:** Five (5) players constitute a team. A team may not start or play with fewer than four (4) players.
7. **CLUB TEAM MEMBERS:** No more than two (2) members listed on the active club soccer teams' rosters are eligible for participation in the game per team. No more than two (2) members listed on the club soccer teams' roster may be listed on the same intramural team's roster.
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.

9. **UNIFORMS:** Teams must wear contrasting color uniforms. Teams that are designated as 'Home' on the Fusion Play schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the Fusion Play schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.
10. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*

PLAYING THE GAME

11. **GAME TIME:** The game will consist of two (2) halves of twelve (12) minutes, running time, with a three (3) minute half time. Time will be kept by the officials on the court or by the intramural sports supervisor.
12. **TIME-OUTS:** Each team will receive one 30-second timeout each half. Unused time-outs do not carry over between halves, or into overtime periods.
13. **OVERTIME:** During the regular season, any game ending in a tie will be recorded as a tie. During the playoffs, the winner of a tie game will be determined by five (5) minute sudden death overtime. If neither team scores during the overtime, penalty kicks will determine a winner. Each team will have five (5) kicks. The team that had the ball first during the overtime period will shoot first. If the score remains tied, the process will continue with each team receiving one (1) kick until the tie is broken (the team that kicks second will have an opportunity to match a goal scored by the first team). Teams will use the same five (5) shooters and will shoot in the same order until a winner is declared.
14. **SUBSTITUTIONS:** Substitutions are unlimited, and may be made at any time. The player leaving the floor must be completely off the court before the substitute enters. Additional substitutions may be made by requesting a substitute to an official during a dead ball (only by the team in possession). If the substitution request is granted, the opponents may also substitute at this time.
15. **GOALKEEPER:** The goalkeeper may not punt or throw the ball over mid-court in the air without any player contacting the ball after a handled possession. A violation will result in a free kick from the point the ball crossed the mid-court line. The goalkeeper must restart play from a goal kick with a throw.
16. **GOALKEEPER DELAY:** The goalkeeper has six (6) seconds to put the ball back in play after he/she gains possession. If not, the opposing team will receive a free kick from the penalty spot.
17. **GOALKEEPER PASS BACKS:** The goalkeeper may not touch the ball with his/her hands when passed with the feet from a teammate.

18. **OUT OF BOUNDS:** The ball will be considered out of bounds if it leaves the playing area, enters the designated out of bounds area behind the goal, or contacts a ceiling obstruction. Play will be resumed at the nearest point on the court to where the violation occurred. Touch lines will be clearly marked to show out of bounds. When a ball is deemed out of bounds, a kick in will be awarded.
19. **SLIDE TACKLING:** No form of slide tackling is permitted. The penalty is a straight red card and a penalty kick for the opposing team.
20. **DELAY OF GAME:** Trapping the ball in a corner to consume time will be considered delay of game, and a free kick will be awarded to the opposing team.
21. **YELLOW AND RED CARDS:** If a player receives two yellow cards he/she is issued a red card. If a player receives a red card they must sit out the rest of the match. Potential suspension for the next match may occur if a red card is received. When a red card is given the team plays down a player the rest of the game.
22. **FREE KICKS:** All free kicks awarded will be indirect, except for penalty kicks. Defensive walls must stand at least eight (8) feet from the ball during free kicks. On all restarts teams have five (5) seconds to place the ball in play. A violation will result in a loss of possession.
23. **MERCY RULE:** A game will be ended if a team is seven (7) or more goals ahead with five (5) minutes or less remaining in the second half.

SPORTSMANSHIP

24. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
25. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** Two (2) unsportsmanlike conduct penalties (yellow cards) on the same player will result in an ejection. A red card will always result in an ejection. If two (2) players from the same team are ejected from a game due to unsportsmanlike conduct, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) unsportsmanlike conduct related cards the game will be ended as stated above.
26. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
27. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the supervisor.

28. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

All of the above rules apply with the following exceptions:

29. TEAMS: Five (5) players constitute a team. There will be three (3) male players and two (2) female players or three (3) female players and two (2) male players. The goalkeeper can be either a male or a female. If a male goalkeeper is used, there will be two (2) male field players and two (2) female field players or one (1) male player and three (3) female players. If a female goalkeeper is used, there will be three (3) male field players and one (1) female field player or two (2) male players and two (2) female players. There may not be more than three (3) players of the same gender on the court at the same time. EXCEPTION: A team may play with as few as four (4) players; however, they must maintain a two (2) male and two (2) female ratio.
30. SHOOTOUT: If an overtime game goes to penalty kicks, three (3) females and two (2) males or three (3) males and two (2) females will shoot from each team.