Nevada Intramural Sports
5v5 Futsal League Rules

THE COURT

• All 5 on 5 Futsal games will be held in the Lombardi Recreation center gymnasium.

PLAYERS

• Five players per side are on the court at one time, four players and one goalie.
• It takes a minimum of four players to start the game, three players and one goalie.
• Only DEAD BALL substitutions are permitted. Either team can substitute during an injury, provided the ball is out of play or there is a lack of threat.

Co-Ed Play Rules

• Co-Ed teams must have two women on the floor at all times (1 of the 2 cannot be goalie).
• However, teams may have more women than men on the floor if they so desire.

EQUIPMENT

• Court shoes are only allowed on the gymnasium floor.
• Balls will be provided by the Intramural Sports Department.
• Non-Futsal balls (i.e. Soccer balls) are prohibited for use when warming up prior to the start of game and during gameplay.
TIME REGULATIONS

Pregame

- Coin flip decides possession.
- Team “B” chooses direction.
- Second half team “B” has possession and direction is reversed.

Time

- Forty minute game consisting of two twenty minute halves with running time.
- Five-minute intermissions break at discretion of officials.
- Each team will receive ONE time-out per game.

GAME PLAY & SCORING

Scoring

- A goal is scored when the whole ball has passed over the goal line, between the goal posts, and under the crossbar. Ball may strike the post before entering the net on a goal.
- A goal scored equals one point.

Substitutions

- Only DEAD BALL substitutions are permitted.
- Either team can substitute during an injury, provided the ball is out of play or there is a lack of threat.

Mercy Rule

- If a team is ahead by 10 goals, or more, with 10 minutes remaining in the game and at the official’s discretion:
  - The game will continue if it is being well played.
  - The game will be stopped if it seems to be overly aggressive.
Time Games (PLAYOFFS ONLY)

- A five-minute extra period with sudden death scoring will determine the winner.
- Stop time will not be utilized during overtime.
- If the game is still tied after overtime play, each team will select five players to compete in a shootout.
- In co-ed play, at least two of the selected players must be female.
- If the game is still tied after the five-player shootout, a one-for-one, shootout will commence to determine the winner.

TYPES OF KICKS, THROW-IN, INBOUNDING AND BALL OUT OF PLAY

- All infractions are direct, except when a ball goes out of play (sideline, ceiling, lights, basketball rims, etc.)
- However Corner and Goal kicks ARE direct kicks.

Kickoff (Indirect Kick)

- A kickoff will be held at center court to start each game, after halftime, and after a goal.

Throw-in / Kick-in (Indirect Kick)

- Distance needs to be three yards or three large steps.

Corner Kick (Direct Kick)

- Opposing players need to keep at least three yards from the kicker at all times with only ONE person allowed to pressure the ball at a time.
- The location of defenders must to be inside or on the goal box for the closet player.
Ball Out of Play

• Any ball that crosses over any court line will result in a change of possession (also includes ceiling, lights, basketball rims, etc.).
• If a team cannot legally put the ball back into play, the ball will change possession until it is legally put into play again.
• Any ball that makes contact with roof, lights, basketball rims, or beams will result in a change of possession (direct kick at location).
• A handball violation will result in a change of possession.
• When inbounding the ball-opposing players must keep at least 3 yards distance to the kicker at all times and only 1 person is allowed to pressure the ball until it has been inbounded.

Interruption in Play (Indirect Kick)

• If a ball enters the court during play form another game, the play will resume with the possession going back to the team who had possession at the time of the interruption.
• The ball will be spotted where the ball was blown dead by the official.

Penalty Kicks (Direct Kick)

• The location of penalty kicks will take place at the basketball free throw line.

GOALKEEPER RULES

• The goalkeeper may pick up the ball with his/her hands as long as their feet remain inside the goal box area.
• A goalkeeper may also pick up the ball when a team member passes the ball back to them.
• The goalie with possession of the ball in his/her hands has five seconds and may take four steps to distribute the ball by a throw.
• The goalie may not bounce the ball (i.e. dribble), or drop kick the ball unless the ball bounces off the floor first before they make contact.
• The goalie may throw the ball, but must make sure the ball bounces on the floor before crossing the half-court line.

**INFRACTIONS & SPORTSMANSHIP VIOLATIONS**

• There are no off sides in Futsal play.
• All penalty kicks are direct.
• Opposing team is awarded a direct kick from the point of infraction when a player:
  • Ball is next played by the kicker following a kickoff or by the kicker on a kick-in.
  • Player charges into an opponent when neither is within playing distance of the ball.
  • Player without the ball attempts to obstruct an opponent who is attempting to play the ball.
• There is dangerous play.
• A player enters the goal area.
  □ Players opposing the kicker must be at least 7 yards from the ball until it is kicked.

A **Yellow/Red card system will be used to control rule violation, control unsportsmanlike conduct, and improper behavior.**
Yellow Card Infractions

- A player must spend two minutes off the floor but can be replaced by another team member. Direct kick from the spot of the ball.
- Examples of Yellow Card Infractions include:
  - Persistent infringement of any rules of the game.
  - Objecting by word of mouth to the actions of the official.
  - Incidental use of vulgar language.
  - Unnecessary delay.
  - Deliberate verbal tactics.
  - Deliberate tactical foul.
  - Flopping.
  - Intentional Slide to stop play.
  - Repeated failure to provide inbounding player a required space.
- All players receiving a yellow card must sit out for 2 minutes. During the two minutes a player on the bench, if available can replace the player.
- After the two minutes the player may return to the game.

Red Card Infractions

- Disqualification and number of players on the floor will be reduced for the remainder of the contest.
- Direct kick from the spot of the ball.
- Examples of Red Card Infractions include:
  - Second caution- exception to the reduced player rule.
  - Violent conduct or serious foul play.
  - Spitting on another person.
  - Using foul or abusive language.
  - Leaving the team area to enter the floor where a fight is taking place.