Futsal

Bruin Cup Points: 1st - 500 pts. 2nd - 250 pts. 3rd - 125 pts.

Field of Play
1. The game will be played on a regulation basketball court with marked out of bounds being the same as for basketball.
2. Goalkeepers area is within the three point arc.

Players
1. Each team will have 5 players, one of which is the goalkeeper.
2. A team must have at least 4 players, one of which is the goalkeeper, to start the game.
3. Players must be on the team’s game roster by the last game in order to participate. In other words, a player cannot simply join a team for the championship game.
4. The maximum number of players on a roster is 8.

Substitutions
1. Whenever a substitution is made, an official MUST be notified.
2. Unlimited number of substitutions.
3. A substitution may be made while play is dead or if the goalkeeper requests a substitution while in possession of the ball.
4. Player leaving the court must do so from the substitution zone at half court.
5. Player entering the court must do so from the substitution zone at half court, BUT NOT UNTIL THE PLAYER LEAVING THE COURT HAS PASSED COMPLETELY OVER THE TOUCHLINE. (Violation of this will result in a yellow card)

Time
1. Each game will consist of two 15 minute halves, running clock, with a three minute half-time.
2. Each team is granted one 1 minute timeout per half.
3. A team must be in possession of the ball in order to call timeout.
4. Following a timeout, play is restarted with a kick-in.

Kick-ins
1. A kick-in is a method of restarting play.
2. A goal cannot be scored directly from a kick-in, unless the goalie touches the ball.
3. A kick-in is awarded when the whole of the ball crosses the sideline, either on the ground or in the air, or hits the ceiling.
4. The ball is placed on the sideline and may not be movin.
5. Player has 5 seconds to kick the ball in.
6. Player taking kick cannot kick it into him/herself.
7. Players defending kick-in must be at least 8 feet from place where kick in is taken.

Goal Kicks
Goal Kicks are taken from anywhere within the penalty arc.

Goalkeeper
1. May handle the ball.
2. Goalkeeper has 5 seconds to throw the ball.
3. Ball must touch a player or the field before crossing the opposing 3 point line.
4. GOALKEEPER MAY NOT PUNT THE BALL.

Fouls and Misconduct
1. 3 Seconds Advantage rule: If after a foul, the offensive player is still in control of the ball for 3 seconds the foul will not be called.
   a. Once a team has fouled 7 times in one half, for each additional foul the opposing team is awarded an Indirect Free Kick.
2. Direct Free Kicks (can score from) – a DFK is awarded to the opposing team if a player commits any of the following offenses in a manner the officials consider the player to be careless, reckless, or using excessive force:
   a. 1. Kick or attempts to kick an opponent
   b. 2. Tackles or attempts to tackle an opponent
   c. 3. Charges at an opponent, even with the shoulder
   d. 4. Strikes or attempts to strike an opponent
   e. 5. Pushing or holding an opponent
   f. 6. Handball
3. Penalty Kicks- A penalty kick is awarded if a player commits any of the above offenses inside his/her own penalty area, irrespective of the position of the ball but provided that he ball is in play
4. Indirect Free Kicks (cannot score from) – an IDFK is awarded to the opposing team if a goalkeeper commits one of the following offenses:
   a. 1. After releasing the ball from his/her possession, they receive it back from a teammate without the ball passing the half-line or without it having been touched by an opponent
   b. 2. He/She touches or controls the ball with his/her hands after it has been deliberately passed to him/her by one of their teammates either off a live ball or kick-in
   c. 3. He/She touches or controls the ball with his/her hands or feet for more than four seconds
5. An indirect kick is also awarded to the opposing team, to be taken from the infraction location, if, based on referee discretion, a player
   a. 1. Plays in a dangerous manner
   b. 2. Deliberately impedes the progress of an opponent while the ball is not being played
   c. 3. Prevents the goalkeeper from releasing the ball from his hands

**Disciplinary Actions**
1. If a player is shown a yellow card for any reason, they must leave the game for the duration of two live balls (play must stop twice before they can re-enter), with NO SUBSTITUTION ALLOWED.
2. Yellow Card offenses include:
   a. Unsportsmanlike Conduct
   b. Persistently infringing upon the laws of the games
   c. Delays the restart of play
   d. Entering the playing area without the referee’s permission or infringes substitution procedure
   e. Fail to respect the required distance when play is restarted with a corner kick, kick-in, or goal clearance
3. If a player is sent off, either for a red card or two yellow cards they must leave the gym immediately.
4. Red Card offenses include:
   a. Serious foul play
   b. Violent conduct
   c. Spitting at another person
   d. Intentional handball to prevent a goal (with exception to the goalkeeper)
   e. Using offensive, insulting, or abusive language or gestures
   f. 2 yellow cards (No substitution is allowed, must play 1 player down
5. After receiving a red card, the participant MUST schedule a meeting with the Intramurals Graduate Assistant or Assistant Director of the Beaman Center before they are allowed to participate again.