

# REC

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## CSUSM Campus Rec

*IM Futsal Rules*

### Eligibility:

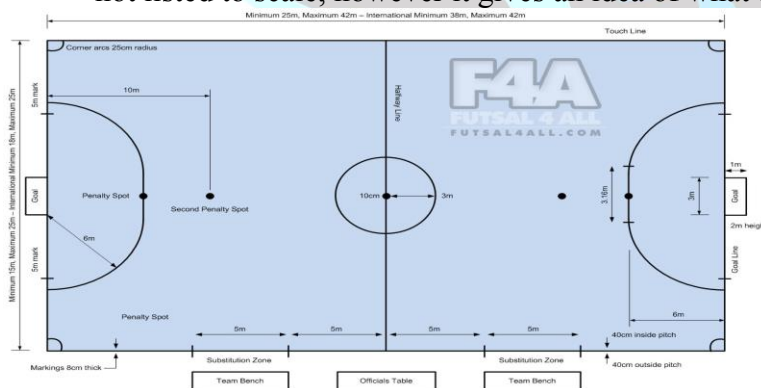
- All participants must be:
  - Full-time/Part-time Student at CSUSM during the current semester.
  - Faculty/Staff
  - Graduate Student
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 2 collegiate soccer athletes (1 male & 1 female) may be on any one team's roster (Spring semester only).

### Team Roster: (5v5)

- Each team will consist of a maximum of 10 and a minimum of 5 players on the court. Goalie counts as 5<sup>th</sup> player on the team.
  - Minimum # of females is 2
  - Minimum # of males is 1
- Each team may carry a maximum roster of 10 eligible players.
- Rosters may be modified on IMleagues.com until second week of the season.
  - NOTE: Any additions will need to pay the \$10 registration fee using the online Fusion portal or in person at the CFH and any dropped players WILL NOT receive a refund.
- Players must play in at least one regular season game to be eligible for the playoffs
- **The forfeiting team will be charged a \$50 forfeit fee and they will receive a sportsmanship score of 3.**

### Field Dimensions:

- A square shaped gym with an area of 19 meters wide by 18 meters long (map is not listed to scale, however it gives an idea of what the setup looks like)



### **Game Regulations:**

- Games will be played with two (2) twenty (20) minute halves with running time. There will be a 5-minute halftime.
  - There is 1 time-out per half allowed
- Teams will receive 3 points for a win, 1 point for a tie, and 0 points for a loss.
- Both male and female goals count as (1).
- Mercy rule will take effect when there is a 10 goal differential between the two teams and 10 minutes or less left remaining in the game.
- No jewelry, no hats with bills, or any other materials deemed unsafe by the officials/staff.
- Overtime will only be played during playoff games. Overtime will consist of two (2) five (5) minute halves using the golden goal (next goal wins) format. If the game is still tied after overtime then the game will be decided using an alternating best of five-penalty shootout format.
  - Order will be as such: Female-male-female-male-female
  - If still tied after 5 penalties, it will go to sudden death penalty kicks.

### **Tie-breakers (Regular Season):**

- Forfeits
- Sportsmanship
- Goals For/Against differential
- Goals For
- Goals Against
- Head to Head

### **Game Play:**

*Officials are part of the game/field, two officials total located on either sides of the court. One (first referee) is positioned in the longer side of the court near the reporter table and communicates with the reporter, while the other (second referee) is in the opposite side of the court. At the reporter table there are a reporter and a timekeeper; moreover, (OPS will monitor free subs and keep score.)*

- There will be no offsides
- **NO SLIDE TACKLING!**
  - This will result in a yellow card!
- Winner of the coin toss will have the choice of selecting a side to defend or selecting to kickoff.
- A ball kicked out of play on the touchline will be restarted with a **kick-in**.
- **Kick-In:** It must be done in 5 seconds; if a time offence or wrong play resumption is committed, the referee will whistle a resumption change, but no sanction in terms of personal or cumulative fouls. Participants are not allowed to score directly from a kick-in: the goal is valid only if any player, goalkeeper excluded, touches the ball before it enters in goal.

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- A ball kicked out of play on the goal line by the defending team will result in a corner kick for their opponents. A ball kicked out of play on the goal line by the attacking team will result in a goal kick.
- If a team has clear possession of the ball when play is stopped then they shall receive an indirect free-kick.
- Substitutions can be made at any time during the game (free subs). The substituting player must wait until their teammate has exited the court before entering on. There are unlimited substitutions.
- All participants must wear the same color jersey; if one member of a team does not have the same color jersey then the entire team must wear pennies that will be provided by Campus Recreation.

## Goalkeeper:

- In the penalty area the goalkeeper can touch the ball with his/her hands, while outside the area, he/she can freely play the ball like every other player, with the limit of exclusive play in his/her team's half field.
- Goalkeeper may not exceed the mid-line.
- When goalkeeper's in possession of the ball, he/she has 5 seconds to get rid of the ball; if he commits an offence, the referee will stop the play and give a free-kick to the opposing team.
- **Midline Rule**-When thrown or kicked from the Goalkeeper inside his/her Goal Box, the ball must be touched in the team's defending half court. If the ball exceeds the midline the opposing team will receive a free kick from the midline.
  - The Goalkeeper may dribble outside of his Goal Box, therefore passing anywhere on the court.

## Fouls:

\*\*\*A team can make five cumulative fouls every period of the match, while on the sixth foul the opposing team gains a penalty kick.

A player that commits any of the following offenses will result in a **direct free kick** being awarded to the opposing team at the spot of the foul.

- Kicks or attempts to kick the opponent.
- Trips an opponent.
- Charges an opponent in a violent or dangerous manner.
- Strikes or attempts to strike an opponent.
- Slide tackling.
  - NOTE: Goalie is exempt as long as the slide begins within the penalty box.
- Holds or attempts to hold an opponent.
- Pushes an opponent.
- Plays in a manner considered by the referee to be dangerous.
- Charges unfairly (i.e. with the shoulder when the ball is not in playing distance.)

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- Handling the ball
  - Exception: When the goalie picks up an intentional pass from their team.  
Result = Indirect Free Kick.

A player that commits any of the following offenses will result in an **indirect free kick** being awarded to the opposing team at the spot of the foul.

- Obstruction- intentionally obstructing the player while not playing the ball.
- Dangerous Play
  - Ex: playing with the ball on the ground, high kicks, etc.
- When goalies:
  - Hold the ball in their hands for an unreasonable amount of time, as deemed by the referee.
  - Pick up an intentional back pass from a teammate.

A participant shall be cautioned (**yellow card**) for:

- Persistent infringement of any of the rules of the game.
- Objecting by word of mouth or action to any decision given by an official (dissent).
- Any incidental use of vulgar or profane language.
- Unsporting conduct, including, but not limited to:
  - Unnecessary delay
  - Holding a shirt/shorts
  - Deliberate verbal tactics
  - Encroachment
  - Deliberate handball to stop an attack
  - Deliberate tactical foul
  - Faking an injury
  - Simulating a foul
  - Player who displays reckless play

A participant shall be disqualified (**red card**) for:

- Exhibiting violent conduct
- Taunting
- Subsequent caution
- Committing serious foul play
- A player commits a foul, attempting to deny an obvious goal-scoring opportunity, and the goal is not scored.
- Spitting at an opponent, teammate, or game official
- Using insulting, offensive or abusive language or gesture
- Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official
- **\*\*See Sportsmanship Rating Scale\*\***

**\*\*NOTE: All decisions are made at the discretion of the Referee\*\***

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## Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

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- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

4

- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

3

- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

2

- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

1

- An ejection of any kind.

0

- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

\*\*Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.