

Intramural Futsal Rules



@ukcampusrec



@ukrecwell



@ukcampusrecwell



@UK Campus Recreation and Wellness

GENERAL INFORMATION

All participants must register at <https://recwellservices.uky.edu/> to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:

Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to Fusion IM or participation

Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you'd like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:

Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:

Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design

A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a \$20 forfeit fee and must pay the fee before the next scheduled contest

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the "Default" Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:

If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams will receive a forfeit and no team will advance to the next round.

ROSTERS

- Twelve (12) player limit for Men's, Women's, and Co-Rec teams.
- Players may play for ONLY ONE single sex team whether Greek or Independent.
- Players may, however, play for ONE Co-Rec team and ONE single sex team.
- Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible for the playoffs, a player must play in at least one regular season game.
- In the playoffs, rosters shall be frozen to include only those players who played in at least one regular season game. No additions shall be made during the playoffs.
- Teams may add players through the final game of the regular season or until their team limit has been reached whichever comes first. Once the roster limit is reached the roster is frozen.

PLAYERS MEN'S AND WOMEN'S TEAMS

- Goalkeepers are required.
- The maximum number of players on the court at one time is five (4 players and a goalkeeper).
- A team must have a minimum of three players to start the game (2 players and a goalkeeper).

CO-REC TEAMS

- Goalkeepers are required.
- The maximum number of players on the court is five.
 - A maximum of 3 players per gender including a goalkeeper.
- A team must have a minimum of three players to start the game.
 - Must have 1 player of each genderOnce started, the game may continue as long as there is at least one of each gender.

LEAGUE OR TOURNAMENT PLAY

- Schedules will be posted at Fusion IM
- For league play, each team will be scheduled for four (4) or five (5) regular season games.
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to playoffs

GAME TIME AND LENGTH

- All games will consist of two 18-minute halves with a 3-minute halftime.
- The clock will run the entire game.
- Forfeit Rule: A 10-Minute Rule is in effect with 1 goal being awarded to the prepared team at the start of the clock and on every 2 minutes until the opposing team is ready to play. After 10 minutes elapses, the game will result in a 5-0 forfeit.
- Mercy Rule: If a team is ahead by 10 or more goals at any point in the second half the game will end.

SCORING

- All goals will be scored as 1 point.
- A goal shall be legal, when the WHOLE ball has crossed the plane of the goal-line, between the goalposts and the crossbar.
- A goal may be scored from:
 - Normal run of play
 - Penalty kick
 - Corner kick
 - Direct free kick
- A goal may not be scored from:
 - Drop ball
 - Indirect free kick
 - Kick off
 - Goalie throw in

- Kick-in

EQUIPMENT

- Futsal balls will be available for participants to check out in the equipment office in the Seaton Center. UKIMs will supply game balls.
- No jewelry of any kind may be worn.
- Head decorations, headwear, bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- No casts, splints, or metal braces will be allowed unless they have been sufficiently padded.
- All participants must wear appropriate athletic apparel.
- Athletic shoes must be worn at all times. No cleats or five finger shoes allowed.
- SHINGAURDS ARE STRONGLY RECOMMENDED.
- All players must wear jerseys of the same color. The goalie must have a different color jersey than the outfield players.

BEGINNING A GAME

- Each game shall begin with a captain's meeting and a coin toss.
- The winner of the coin toss will have the choice of:
 - First kick off
 - Defensive side
- The game will begin with the officials whistle and a kick off.

HALF-TIME

- Halftime will be 3-minutes in length.
- Teams will switch sides and the team that did not kick off to start the game will kick off to begin the second half.

OVERTIME RULES

- There will be no overtime period.
- If a game is tied at the end of regulation, we will go directly to penalty kicks.
- Penalty shots will be taken from the free throw line.
- Each team will select five shooters. Each penalty taker will shoot in order. No player shall shoot a second time until each player on the team has taken a penalty kick.
- If the teams are still tied after a best of 5 penalty shootout there will be sudden death.
- Co-Rec must alternate the gender of shooters.

BALL IN AND OUT OF PLAY

- The ball is out of play:
 - When it completely leaves the sport court boundaries, whether in the air or on the ground. The boundaries are marked by the four pylons in each corner.
 - When the referee has stopped the game.
 - When the ball leaves the field of play and is considered out along the sidelines:
- A kick-in will be given to the team that did not last touch the ball.
- If the ball leaves the field of play along the goal line:
 - Last touched by offense: goalie throw-in
 - Last touched by defense: corner kick
- The ball is in play at all other times including:
 - When it rebounds from a cross-bar, or post.
 - When it rebounds off the referee who is in the field of play.

SUBSTITUTIONS

- Substitutions may occur AT ANY TIME
- The player leaves the court via their own team's substitution zone, which will be marked on the sidelines
- The substitute only enters the court after the player being replaced has left.
- The substitute enters the pitch via the substitution zone.

- GOALKEEPER must wait for dead ball to be substituted.

GOALKEEPING

- Goalkeepers need to wear a shirt/jersey with contrasting colors from teammates and opponents that easily distinguishes them.
- Goalkeepers may not handle the ball when it has been deliberately **kicked** back by a teammate or handle the ball outside the box.
- Goalkeepers may not throw the ball overhand (sidearm and underhand are acceptable) or punt the ball.
- Goalkeepers may not handle the ball outside of the designated goal area.

FOULS AND MISCONDUCT

- The first five fouls committed by a team shall result in an INDIRECT kick.
- After a team has committed 6 fouls in a half, all subsequent fouls will result in a DIRECT kick for the opposing team.
- The following offenses shall be free kicks:
 - Kicks or attempts to kick an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging at an opponent in a dangerous or violent manner
 - Striking or attempting to strike an opponent
 - Spitting at an opponent
 - Holding or pushing an opponent
 - Sliding
 - Handballs
 - Dangerous play
 - Obstruction
 - Charging at the Goalkeeper

RED AND YELLOW CARDS

- Yellow card: Will be given to players that exhibit poor behavior and/or commit a hard foul.
- Soft Red card: This will be given to an individual player receiving two yellow cards. When a player receives their 2nd yellow card, show the yellow card, and then immediately show them the red card. When a team's player receives a soft red, they may not substitute a person for this player.
- Red card: An immediate red card will be awarded for any player exhibiting extremely poor sportsmanship or a severe penalty. Examples: Extreme dissent to an official, attempt at or actual act of fighting, etc. When a team's player receives a red card, they may not substitute a person for this player.

CONDUCT

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player ejected from a game for any reason shall be suspended from **ALL** Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.

- To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
- Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.