



NU Intramural Sports

Futsal Rules

General Rules:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team' IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team' designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

The Game and Field:

1. The game consists of two (2) fifteen (15) minute halves. The clock will only be stopped for penalty kicks, injuries, and time-outs, or at a referee' or supervisor' discretion. Each team is allowed one (1) timeout per half lasting one (1) minute. Time-outs can be called during any dead ball situation, not including free kicks, or if a team' goalie gets possession of the ball. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals in the second half the game will end due to the Mercy Rule.
2. After any dead ball situation, the team has a five (5) count to put the ball into play with a kick-in; this includes corner kicks, goal kicks, and any time the ball enters the goalie area. All kicks from out of bounds will be an indirect kick.
3. The half and the game will end with the buzzer. The last minute of the game and the last ten seconds of the 1st half will be stop time for out of bounds, penalties and at the officials' discretion.
4. Games tied during regular season will end either in a draw, a golden goal five (5) minute overtime period, or golden goal penalty kicks.

Player Rules:

1. Players:
 - Teams consist of five (5) players, including one (1) goalie. In order for the game to be official, there must be at least four players present per team.
 - If at any time there are more than five (5) players on the field the offending team's captain will receive a yellow card.
2. Substitutions:
 - Substitutions may be made during any stoppage of play, except for free kicks, or anytime the substituting team's goalkeeper gains possession of the ball. Play will then be started with an indirect free kick.

- Substitutions must remain in the designated area until signaled in by the official.
- Substitutions must notify the official before entering play.
- Failure to comply with the above rules will result in a yellow card to the captain of the offending team.
- Within the final minute of the 2nd half, there will be no substitutions.

Fouls:

1. **THERE IS NO SLIDING!!!** The minimum penalty for sliding is a yellow card.
2. A player receiving a yellow card receives an automatic 2-minute penalty, with no replacement, which may be increased up to five minutes by the official or supervisor depending on the severity of the foul.
When a goal is scored against his/her team during a 2-minute penalty, the player may come back into the game.

Yellow card fouls include, but are not limited to the following:

- Entering or leaving the field of play without the permission of an official
- Objecting by word of mouth or action to any decision of an official (dissent)
- Delay of game (including refusing to yield 3 yards on a free kick)
- Holding a shirt, short, etc.
- Deliberate handball to stop an attack
- Deliberate tactical foul
- Sliding
- Unsportsmanlike conduct

3. A player receiving a red card is disqualified, and the team must play shorthanded for the remainder of the game.

Red card fouls include, but are not limited to the following:

- Taunting, violent conduct, insulting, offensive or abusive language
- A second yellow card
- Exhibiting violent conduct
- Spitting at another person
- Moving the net in an attempt to stop a goal from scoring
- Deliberately playing the ball in the goalie area to prevent a goal.

4. Direct Kicks:

- All kicks on fouls are direct.
- Players must yield 3 yards on all kicks. Failure to do so will result in a yellow card.
- Any penalty committed by the defense behind the white line will be brought back to a corresponding position on that line.

5. Goalies and the Goalie Area

- The goalie area is defined by the thick red line, and the solid red box.
- The goalie may use his/her hands in the goalie area.
- ONLY the goalie may play the ball in the goalie area.
- The goalie may only roll the ball out underhanded, or play it as a field player. The penalty for this infraction is an indirect free kick awarded to the offense.
- Any offensive indirect free kick awarded inside the goalie area will be taken from the midfield line.
- If a defensive player plays the ball in the goalie area, the offense is awarded a free kick at midfield.
- If an offensive player plays the ball in the goalie area, the defense is awarded a free kick from within the goalie area
- The goalie may leave the goalie area but may only advance to the first white line on his/her defensive half.

6. Out of Bounds

- Ceiling and rafters, bench area, scorer' table, anything behind black barrier
- Balls touching the ceiling or rafters will be restarted by the opposing team at the nearest point on the court.
- All other out of bounds will be restarted at the closest point by the opposing team.
- The white netting, backboards, and the track overhang is considered in bounds.

7. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul.

8. Penalty Kicks:

- All penalty kicks will be taken from the red hash mark.
- All players on the field must each take one shot before repeating the order.
- Penalty kicks are dead ball situations; rebounds are considered unplayable.
- Players not shooting must remain behind the second white line.

9. Deliberate Delay of Game

- Teams may not deliberately waste time or delay the game. Doing so is strictly prohibited.
- If a team does so, they will be warned, and then subsequently issued a yellow card if the infraction continues.

10. Cumulative Penalty Rule:

- After a team commits 5 penalties, the opposing team will be awarded an unobstructed free kick from the second white line for every subsequent penalty.
- The player taking the free kick shall kick the ball with the intention of scoring a goal and may not pass the ball.
- All other players must remain behind this line and may not move forward until the ball is kicked.
- The ball is live only after the ball touches the keeper, back wall or goal posts.
- This rule resets at the beginning of the second half.
- Advantage calls also accumulate toward this penalty count.

General Participant Play

1. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.