### Subject | Rule
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1. Official Rules | Adapted from the FIFA Futsal Committee’s Laws of the Game.

2. Players | A game is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. Substitutions are unlimited and can be “on the fly”, but must be done inside the “substitution zone”.

Coed – 2 of the 5 players must be female.

3. Pre-Game | Players should arrive 15 minutes prior to game time to sign in and have their validated UWM ID cards ready to be checked by the supervisor. Game time is forfeit time. If a team is not present and ready to play by the scheduled start time of the match, they will forfeit the match.

4. Equipment | Team colors will be selected during registration and shirts of that color must be worn. The goalkeeper must wear colors which distinguishes them from the other players. A player shall not wear anything that is judged dangerous to another player. It is at the referee’s discretion to require the dangerous article/equipment be removed or remove the player from the field. Knee braces are permissible provided no metal is exposed. Casts are permissible if they are covered and in the judgment of the officials are not dangerous.

5. Shoes/Shinguards | No black soled shoes or cleats are allowed. Shinguards are optional, but if worn they must be worn inside the stockings and the stockings must be pulled up.

6. Length of Game | Two 20-minutes halves with a 3 minute half-time, no injury time and the clock will start exactly when the game is scheduled (even if teams are not ready). Clock will only be stopped if there is a severe injury or uncontrollable circumstances. This is at the discretion of the referees.

Teams are allowed only one time out per half, which is one minute long. If the time out is not used in the first half, the
team still only has one time in the second half. Teams can only request a time out if they have possession of the ball.

7. Out of Bounds

The sidelines are the same as the basketball court we are playing on. Any ball out of bounds will result in a kick-in. The ceiling is also out of bounds, and a kick-in will be taken from the closest side line perpendicular to the spot underneath where the ball hit the ceiling. A player can score directly from a kick-in. The goal line is the end line.

Goal kicks are in play when it is kicked directly beyond the penalty area.

8. Free Kicks

All opponents must be at least 10 feet from the ball until it is in play on any dead ball situation.

9. Penalties

A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force. These penalties are also accumulated towards the team’s total fouls in a half.

a) Kicks or attempts to kick an opponent
b) Trips or attempts to trip an opponent
c) Jumps at an opponent
d) Charges an opponent
e) Strikes or attempts to strike an opponent
f) Pushes an opponent
g) Holds an opponent
h) Spits at an opponent
i) Handles the ball deliberately (except for the goalkeeper within his own penalty area)
j) **ANY SLIDE TACKLE.**
k) Plays in a dangerous manner
l) Impedes the progress of an opponent when they are not playing the ball
m) Prevents the goalkeeper from releasing the ball from his hands
n) A player playing the ball a second time before it has been played by another player at the kick-off, on a kick-in, on a free kick, on a corner kick, on a goal kick or on a penalty kick.
o) Unsporting behavior

After a team has 5 fouls in a half, every foul afterwards will result in a penalty kick situation. Starting with the sixth foul of the half, the kick will be taken from the penalty mark.
Everyone must stay behind the ball, and the team taking the kick must designate who is kicking in advance.

The accumulated fouls do carry over into any overtime periods from the 2nd half.

10. Offside Penalties

There are no offside penalties!

11. Goalkeeper Rules

The goalkeeper can only have control of the ball inside the penalty area for 5 sec. Also, the keeper cannot touch the ball with their hands when the ball is kicked to them from a teammate. Violation of either rule will result in a penalty kick in which the defending team may have a wall.

When the ball goes out of bounds thru the end line, the goalkeeper can throw the ball from anywhere inside the penalty area. A goal cannot be scored in this situation.

12. Yellow/Red Cards

A player is cautioned and shown the yellow card if they commit any of the following offenses.

a) is guilty of unsporting behavior
b) shows dissent by word or action
c) persistently infringes the Laws of the Game
d) delays the restart of play
e) fails to respect the required distance when play is restarted with a corner or free kick

f) ANY SLIDE TACKLE

A player is sent off and shown the red card if he commits any of the following offenses. **A player ejected from the game must leave the playing area within 2 minutes of being ejected.** Refusal to leave the area will cause that person’s team to forfeit the game. The player maybe replaced on the court after a 2 minute penalty of playing short handed (the shorthanded penalty would end if a goal is scored during the 2 minutes). Any ejection may result in a suspension:

a) is guilty of serious foul play
b) is guilty of violent conduct
c) spits at an opponent or any other person
d) denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
e) Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or a penalty kick.
f) Use of offensive, insulting or abusive language or gestures.
g) Receives a second caution in the same match
Yellow and Red Cards are not counted towards the team’s accumulated fouls for each half of the game.

13. Tie Game

Regular season games will end as a tie. In the event of a tie during post-season play, one 5 minute (Golden goal) overtime period will be played, and the clock will only stop for severe injuries. If a tie still remains after time expires, a shoot-out will be used. Each team will get 3 shots alternating between teams from the penalty mark. If a tie still remains, each team will get 3 shots alternating between teams from the 6 meter mark. If a tie still remains, a sudden-death shoot-out from the 6 meter mark will finish the match. **Only players on the field when time expires may participate until all of which have taken kicks.** All the players must have attempted a shot prior to going a second time, including the keeper.

14. Team Fights

When 2 or more players from each team begin pushing, shoving, exchanging foul language, fighting, or exhibiting other unsportsmanlike conduct, and are **NOT IMMEDIATELY RESTRAINED BY OTHER PLAYERS FROM EACH TEAM, both teams will lose the game**, and will be **TAKEN OUT OF THE LEAGUE FOR THE REMAINDER OF THE SEASON.**

15. Protests

A verbal protest must be made at the time of the incident in question, and then a written protest must be turned in to the Intramural Coordinator, Klotsche Center Room 328, by NOON the next working day.

16. Mercy Rule

A 10 goal difference after halftime will result in the mercy rule. Once a 10 goal difference is attained anytime in the second half the game will be called.