Any intramural policies not mentioned here may be found in the Intramural Handbook. Unless specifically mentioned below, intramural futsal play is governed by FIFA futsal rules. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

Assumption of Risk

You may suffer physical and/or mental injury from participating in Intramural Sports. There are certain risks of injury that are inherent to participation in sports and recreational activities. These types of injuries may be minor or serious and may result from the actions or inactions of themselves or others. By choosing to participate in Intramural Sports, you do so at your own risk. It is understood that most activities require a certain level of fitness and health, and that each person has a different capacity for participating in these activities. Participants of Intramural Sports are highly encouraged to have a physical examination and procure health insurance prior to play. UC Campus Recreation does not provide health insurance.

Intramural Supervisors undergo concussion recognition training. In the instance a participant is exhibiting any signs or symptoms of a concussion as a result of a head injury sustained during intramural play, he or she will be removed from the activity. This individual must provide a physician’s note clearing the individual to play by a specific date. This note may be e-mailed to intramural@uc.edu or faxed to 513-556-0601.

Sportsmanship

In order to qualify for playoffs, teams must obtain a 3.0 or higher sportsmanship average during the regular season.

<table>
<thead>
<tr>
<th>Rating</th>
<th>Description</th>
<th>Unsportsmanlike Penalties</th>
</tr>
</thead>
</table>
| 4.0    | Always respectful to officials and opposing team.                          | No unsportsmanlike penalties.  
|        | No complaining or arguing.                                                 |                           |
| 3.0    | Usually respectful to officials and opposing team.                         | Maximum one (1) unsportsmanlike penalty.  
|        | Minimal arguing or complaining about officials.                            |                           |
| 2.0    | Moderately disrespectful to officials and/or opposing team.               | Multiple unsportsmanlike penalties OR Maximum one (1) ejected player  
|        | Moderate arguing or complaints about officials.                            |                           |
| 1.0    | Frequently disrespectful to officials and/or opposing team.                | Multiple ejected players or one (1) player involved in a fight.  
|        | Frequent arguing or complaints about officials.                            |                           |
| 0.0    | Player(s) out of control.                                                  | Multiple players involved in a fight.  
|        | Excessively disrespectful to officials and/or opposing team.              | Destruction or abuse of property.  
|        | Excessive arguing or complaints about officials.*                         |                           |

* A team that receives a “0” rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition.

Eligibility

- To be eligible for intramural sports, each player must possess an active membership to the University of Cincinnati Campus Recreation Center AND be a current University of Cincinnati student (enrolled in at least one (1) credit hour), faculty, or staff member.
- Participants may participate on one (1) coed and one (1) non-coed team per sport, per season. Substituting for another team in the same league is prohibited.
- Club Sport Players
  - Competitive club sport players and former varsity athletes may not participate on an intramural B (recreational) league team in the same or a similar sport as their club varsity sport.
  - For sports with five (5) or more players on the playing field at one time, a team is limited to two (2) competitive club sport participants (in the same or similar sport) on its’ roster.
  - For sports with four (4) or less players on the playing field at one time, a team is limited to one (1) competitive club sport participant (in the same or similar sport) on its’ roster.
- Varsity Athletes In the Same Or Similar Intramural Sport
  - Current varsity athletes are not allowed to play on an intramural team of the same or a similar sport as their varsity sport.
  - Former varsity athletes must sit out 365 days from last appearing on a varsity roster to be eligible to play in the same or similar sport as their varsity sport. Teams are allowed one (1) former varsity athlete (in the same or similar sport) per roster.

Equipment

- Jewelry is prohibited across all intramural sports. This includes, but is not limited to, piercings, necklaces, rings, wrist fitness trackers, watches, and bracelets.
- Medical jewelry is allowed but must be taped down.
- Billed hats are prohibited in all sports except softball.
- Athletic clothing and footwear is required. Prohibited items include, but is not limited to: jeans, cargo pants/shorts, skirts, loafers, open-toed shoes, and boots. Indoor sports require non-marking footwear. For outdoor field sports, detachable or metal cleats are prohibited.
- Any casts, braces, or other protective equipment must be padded and secure.
### Teams, Players, and Rosters

- A team may have up to four (4) players on the court at once. There shall be no goalkeepers. Teams may begin play with a minimum of three (3) players.
  - Additional players may be added until the start of the second half.
  - Should a team of more than four (4) players on the court at any time, the captain will be assessed a yellow card.
- If injuries or ejections cause a team to drop to two (2) players, the team may continue, as long as they started with the minimum number of players.
- No team shall participate with less than two (2) players at any time.
- A futsal team may have up to twelve (12) players on its roster.

### Substitutions

- Players may substitute freely during play stoppage. The official does not need to be notified.
- During play, players may substitute on the fly so long as the player exits prior to the sub entering the court.
- Players must sub in the designated area (marked by cones).

### Game Timing and Timeouts

- A game consists of two (2) 18-minute halves and a two-minute halftime.
  - In the case of inclement weather or other circumstances, a game is considered "official" after the first half is completed.
  - A running clock will be used for the entire game except for injuries (at official's discretion), an official's timeout, or a team timeout.
- Each team is allowed one (1) 60-second timeout per half. The team calling the timeout must be in possession of the ball. During a stoppage in play, either team may call a timeout.
  - Timeouts do not carry over to following periods.
  - There are no timeouts in extra time.
- Coin Toss
  - The captain winning the initial coin toss will have the choice to start on offense/defense, defend a goal, or defer.
  - The next choice will belong to the loser of the toss, and choices will alternate thereafter. Possession to start the second half depends on the decisions made in the initial coin toss.

### Overtime

- If regulation ends in a tie during the regular season, there will be no overtime.
- If regulation ends in a tie during playoffs, the following will occur:
  - A three (3) minute golden goal overtime period.
  - If neither team has scored during the first overtime period, play will move into penalty kicks.
    - Each team must select three (3) players from the players who are on the court at the end of regulation to kick. If tied after three (3) players from each team have shot, the fourth player will kick. If tied after all four (4) players have kicked, the fifth kick will be the first penalty shooter. Penalty shots will continue until the tie is broken.
  - All penalty kicks during overtime will be shot into the same goal.

### The Court

- The side lines of the basketball court shall be used as the touch (side) lines. The goal lines shall be marked by blue tape and be approximately two (2) feet inside of the basketball court end lines.
- Surrounding each goal will be a goal box marked by blue tape. A player may enter/exit the goal box (i.e. run through). However a player is prohibited from playing a ball that is in the goal box or playing a ball while he or she is located in the goal box.
  - If a defender violates this rule, the opposing team will be given a penalty kick from half court (see the section entitled Fouls).
    - If a goal results due to the defending player playing the ball in the goal box or being located in the goal box, the goal will stand, and there will be no penalty kick.
  - If an offensive player violates this rule, a goal kick will be awarded to the opposing team.

### Scoring and Game Play

- A goal is considered a goal when the entirety of the ball crosses the goal line between the goal posts, provided it has not been thrown, carried, or intentionally propelled by the hand or arm of a player on the attacking team.
- Each goal is worth one (1) point.
- Mercy Rule: A match shall be considered final when:
  - Either team is up by 15 goals or more at any point during the second half.
  - Either team is up by 8 goals or more within two (2) minutes left in the second half.
- Starting the game:
  - The official shall hold a pre-match coin toss. The winner will determine which side they wish to defend or if they would like to kick off at the start of the game.
  - Each player shall be in his or her own half of the court. Every member of the opposing team must be between their own goal line and the volleyball 10-foot line until the ball is kicked. The ball shall not be deemed in play until it has traveled half the distance of its' own circumference.
  - A ball must travel forward for a legal kickoff.
  - The kicker shall not play the ball a second time until it has been touched or played by another player.
  - A goal CANNOT be scored directly from a kickoff.
- After a goal, the game shall be restarted as discussed in 10.4.2 by a player of the non-scoring team.
Following temporary suspensions of play, the official shall drop the ball at the spot where play was suspended, or it shall be restarted with an indirect free kick by the team in possession of the ball prior to the suspension.

All kicks originating on a team's own side of the court, including goal kicks, will be indirect, meaning the ball must contact another player prior to scoring.

- EXCEPTION – A foul committed resulting in a team to receive a direct free kick on its' own side of the court will be direct.
- Example 1 – A defender blocks a shot 5 feet from his own goal. The player immediately kicks it across the court and scores without the ball touching another player. The goal will be disallowed since the ball originated in the team's own half of the court.

Teams are responsible for retrieving the ball when it goes out of play. Officials have the authority to issue yellow cards if frequent or blatant delays of game occur.

The ball is considered out of bounds when the entire ball crosses the goal or touch line either on the ground or in the air.

A ball crossing a perimeter line will result in a kick-in. Players have four (4) seconds to put the ball in play on a kick-in. Defending players must give the kicking player three (3) yards.

- A ball that completely crosses the touch (side) line will result in a kick-in (indirect). The ball is placed on the line and kicked in by the opposing team of the team who last touched the ball.
- A ball that completely crosses the goal line, last touched by the defense will result in a corner kick (direct).
- A ball that completely crosses the goal line, last touched by the offense will result in a goal kick (indirect).

The ball is in play at all other times, from the start of the game to the finish, including:

- Rebounds off an official when the official is in the field of play.
- In the event of an infringement of the rules.

If a goal becomes displaced by a ball, play will be stopped and a goal kick will be awarded to the team whose goal was displaced.

If the ball comes to rest within the goal box, a goal kick will be awarded to the defensive team.

**Offsides**

There is no offsides in intramural futsal.

**Fouls**

For all participants' safety, sliding, slide tackling, and playing from the floor (dangerous play) are prohibited. Offenders will automatically receive a yellow or red card depending on severity and the official's judgment.

- Intentionally striking one of the gray, rigid panels above the padding on the side of the court is prohibited. Offenders will automatically receive a yellow or red card depending on severity and the official's judgment.
- A foul committed by a defensive player in his or her own three-point arc will result in a direct or indirect kick on a point on the arc closest to where the foul occurred.
- Direct Kick Fouls – Results in a direct free kick to be taken by the opposing team from the place where the offense occurred. These include:
  - Kicking
  - Striking
  - Tripping
  - Holding
  - Handling the ball
  - Jumping at an opponent
  - Pushing
  - Dissent
  - Intentionally striking a gray panel on the upper portion of the side wall (instant yellow or red card depending on severity)
  - Slide tackle (instant yellow or red card depending on severity)
  - Charging violently (red card)

- Indirect Kick Fouls – Results in an indirect free kick to be taken by the opposing team from the place where the offense occurred. Following the kick, another player must contact the ball prior to a goal being scored. These include:
  - Impeding the progress of an opponent

- Penalty Kicks
  - A penalty kick is awarded if any of the above offenses are committed by a player in an attempt to stop a clear goal in the judgment of the official (i.e. breakaway).
  - A penalty kick is taken from half court with no goalkeeper. All players must be behind the kicker on his or her half of the court.
  - No player may interfere with the initial kick.
  - Regardless of the result of the penalty kick, the defense will receive a goal kick from just outside its' own goal box following the penalty kick. There are no rebounds.

- Advantage – This is a discretionary judgment of the official which allows them to permit play to continue rather than stopping play to administer a foul. This concept is based on the premise that the foul would take away a favorable opportunity from the offended team. The foul may be subsequently called if the advantage does not materialize. In addition, cards may be administered at the next stoppage in play.

**Cards**

- A player that receives a yellow card must come off the court for two (2) minutes and may not be replaced.
- Should the opposing team score a goal during this two (2) minutes, the player may re-enter play prior to the ensuing kickoff.
- A player that receives a red card or a second yellow card is disqualified, and the team must play shorthanded for the remainder of the game.