

FUTSAL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

STARTING THE GAME

- 21. YELLOW AND RED CARDS: If a player receives two yellow cards he/she is issued a red card. If a player receives a red card they must sit out the rest of the match. Potential suspension for the next match may occur if a red card is received. When a red card is given the team plays down a player the rest of the game.
- 22. FREE KICKS: All free kicks awarded will be indirect, except for penalty kicks. Defensive walls must stand at least eight (8) feet from the ball during free kicks. On all restarts teams have five (5) seconds to place the ball in play. A violation will result in a loss of possession.
- 23. MERCY RULE: A game will be ended if a team is seven (7) or more goals ahead with five (5) minutes or less remaining in the second half.

## **SPORTSMANSHIP**

- 24. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
- 25. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: Two (2) unsportsmanlike conduct penalties (yellow cards) on the same player will result in an ejection. A red card will always result in an ejection. If two (2) players from the same team are ejected from a game due to unsportsmanlike conduct, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) unsportsmanlike conduct related cards the game will be ended as stated above.
- 26. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
- 27. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the supervisor.
- 28. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are fYgdcbg]V'Y'Zcf'h\Y]f'h\Ua gĐgdcfhga Ubg\]dž'UbX'a UmVY'\Y'X'UWti bhUV'Y'Zcf'h\Y'Uctions of individuals on their team.

All of the above rules apply with the following exceptions:

be more than three (3) players of the same gender on the court at the same time. EXCEPTION: A team may play with as few as four (4) players; however, they must maintain a two (2) male and two (2) female ratio.

30. SHOOTOUT: If an overtime game goes to penalty kicks, three (3) females and two (2) males or three (3) males and two (2) females will shoot from each team.