

*All games will be governed by Futsal Rules with the following SIUE Intramural Sports Modifications:*

### Players & Equipment

- Each participant must present a current Cougar ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver.
- *Eligible Participants:* Students, Staff/Faculty with Student Fitness Center Memberships.
- All participants must have an [IMLeagues](#) account and be on the appropriate team roster to be eligible.
- **Each team shall consist of 5 players** (*Co-Rec:* At no time may the difference between males and females on a team be greater than one ). The minimum number of players necessary to begin is 3. Rosters are capped at 10 players. Co-Rec players playing with an odd number of players must use a (+-1) ratio of genders.
- **Shoes:** Tennis shoes are the recommended footwear. Players may not play barefoot. No boots, loafers, or non-athletic shoes may be worn. Tennis shoes must be approved court shoes that have a non-marking sole.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- **Shin Guards:** Shin guards are recommended for play but are not required.
- Hats or caps with bills and bandanas that are tied with a knot are not permitted.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player with a cast or splint be permitted to play.
- If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

### Playing Surface

- All games will be played in the Student Fitness Center on Multipurpose Court 4, unless otherwise noted.
- The court will utilize the red lines. A ball that lands on the boundary line is considered “in”.
- Only players participating and a coach are permitted on the team bench, spectators must be outside the court.

### Game Format

- All games will consist of 2 20-minute halves with a running clock, and a 4-minute half time. The game officials will be responsible for keeping the game clock and stoppage time may be added at the discretion of the officials.
- A coin toss at the beginning of the game shall determine which team has the choice of a goal to defend or kicking off first. The loser of the toss shall have the remaining option. Between halves, each team shall exchange ends and alternate the kickoff.
- **Game time is forfeit time**, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
  - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- **Mercy Rule:** A game shall be called if a team is by 10 or more goals at halftime or any point after.
- **Overtime:** No overtime will take place during the regular season. In the event that a score remains tied at the end of regulation play during playoffs, a 3 minute golden goal period will take place. If after that 3 minutes the score still remains tied, the tie will be broken by a shootout consisting of a series of penalty kicks. The shoot-out will proceed as follows:
  - The referee shall choose the goal at which all of the penalty kicks shall be taken.

- The 3 players playing at the end of the golden goal period will take penalty kicks in the shootout, excluding the goalie. For Co-Rec leagues, genders must alternate for each kicker.
- The winner of a coin toss shall have the option of kicking first or second.
- Teams will alternate kickers. There is no follow-up on the kick.
- Following three kicks for each team, the team scoring on the greatest number of these kicks shall be the winner.
- If the score remains tied after each team has had three penalty kicks, teams will continue to take penalty kicks with the remaining players on their roster. Each team will alternate kicks until one team scores and the other team does not score.
- No player may take an additional kick until all those players who were listed on the scoresheet and present have kicked.
- Any eligible player may change places with the goalkeeper.
- **Substitutions:** The number of “flying substitutes” made during a match is unlimited, except in the case of the goalkeeper, who can only be replaced when the ball is not in play. A player who has been replaced may return to the court as a substitute for another player. A “flying substitution” is one that is made when the ball is still in play; however, the player leaving the court must do so before the player replacing him/her enters the playing surface.
- A substitute may enter for a player that has been cautioned (received a yellow card). The cautioned player may re- enter the field of play following a two-minute penalty unless a goal has been scored before the two minutes have elapsed.

### Start of Play

- At the referee’s signal, the game will be started by a player taking a place-kick while the ball is stationary in the center spot of the court, the ball must be kicked forward. All players shall be in their team’s half of the court, and the defensive players may not be less than 5 yards from the ball until it is kicked. The ball shall be deemed in play as soon as it is touched by the player taking the kickoff. For any infringement, the kickoff shall be retaken. A goal cannot be scored directly from the kickoff
- During the kickoff, the kicker shall not play the ball a second time until it has been touched or played by another player. *Penalty:* Indirect free kick at the spot of the foul.
- After a goal is scored, the team scored against shall restart play by a kickoff.
- Between halves, teams will exchange goals to defend and the team who received first half will kick off the second half.
- **Drop Ball:** After any temporary interruptions for any reason not mentioned elsewhere, and if, immediately before the suspension of the game the ball did not leave the playing court’s boundaries, the referee will restart the game with a drop ball at the place the ball was when play was suspended.
  - If the ball was in the penalty area, it shall be dropped on the 6 yard line at the spot nearest to the position of the ball when the game was stopped.
  - The ball will be considered in play only at the moment it touches the ground. No player can touch the ball until it has hit the ground. If this provision of the rule is not complied with, the referee shall drop it again.
- **Kick-Ins:** Kick-ins will occur when the ball goes out-of-play above the painted black line, above the boards (into the curtain), into the bench area, or touches the ceiling or rafters. All kick-ins will be treated as indirect kicks.
  - The opposing team will place the ball in play with a quick kick at the point where it went out of play.
  - If the point where it went out of play is above the end line wall, the result shall be:
    - A corner kick if the ball went out on the offense
    - A goal kick if the ball went out on the defense.

### Scoring

- A goal is scored when the entire ball passes legally beyond the goal line inside the wall boundaries of the recessed goal, provided that it has not been carried, thrown, or propelled by the hand or arm. A ball on the goal line is not considered to have crossed the goal line.
- A goal CANNOT be scored directly from a kickoff.
- In single gendered leagues, goals will count as one point. In Co-Rec leagues, goals by males will count as 1 point, goals by females will count as 2 points.

### Ball In and Out of Play

- The ball is out of play:
  - When it enters the player's bench area and does not promptly return to the court.
  - When the ball is kicked and contacts the wall above the designated wall line or hits the ceiling (indirect kick).
- The ball will be in play on all other occasions, from the beginning of the game until its end, including:
  - If it hits the referee or assistant referee when they are in the field of play.

### Fouls and Misconduct

- A **direct free kick** is to be taken by the opposing team from the place where the infringement occurred. Should a player of the defending team commit one of the following offenses within his penalty area, he/she shall be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play. Offenses for which a **direct** free kick may be awarded include the following violations:
  - Kicking or attempting to kick an opponent
  - Tripping an opponent, i.e. throwing/attempting to throw him/her by use of the legs or by stopping in front of/behind them
  - Striking or attempting to strike an opponent
  - Holding an opponent
  - Pushing an opponent
  - Charging an opponent with the shoulder
  - Sliding in an attempt to play the ball when it is being or attempted to be played by an opponent (slide tackle)
  - Handling the ball with the hand or arm, except for the goalkeeper in his/her penalty area
  - Spitting at an opponent
- An **indirect free kick** is to be taken by the opposing team from the place where the infringement occurred, unless it happened in the penalty area, in which case the indirect free kick shall be taken from the outside of the penalty box at the point closest to the spot where the infringement occurred. Offenses for which an **indirect** free kick may be awarded include the following violations:
  - Playing in a manner considered by the referees to be dangerous (including kicking above the waist, lowering head below the waist, or playing the ball while lying on the ground in the immediate vicinity of another player)
  - Illegal obstruction (interfering with an opponent's movement without the ball)
  - Charging the goalkeeper except when he/she has passed outside the penalty area
  - The goalkeeper touches or controls the ball with his hands inside the penalty area after it has been deliberately kicked to him/her by a teammate
  - Following a kick-in taken by a player on his/her own team, the ball is directly passed to the goalkeeper, who touches or controls it with the hands inside the penalty area
  - The goalkeeper possesses the ball with his/her hands in his/her own penalty area for more than four (4) seconds

- After putting the ball in play with the goalkeeper's hands, the ball is not touched or played by a player or does not touch the floor in the goalkeeper's own half of the court (indirect kick taken from any point on the halfway line)
- If, in the opinion of the referee, a player who is moving towards his opponents' goal with an obvious opportunity to score is intentionally impeded by an opponent through unlawful means, i.e. an offense punishable by a free kick (or penalty kick), the offending player shall be sent off the court for serious foul play.
- If the referee determines a player other than the goalkeeper within his own penalty area denies his opponent a goal or an obvious goal scoring opportunity by intentionally handling the ball, they shall be sent off for serious foul play.
- A player shall be **cautioned** (yellow card) if:
  - During a "flying" substitution, he enters the playing court before the player being substituted for has entirely left it.
  - They demonstrate, by words or actions, dissent from a decision of the officials.
  - They are guilty of unsportsmanlike conduct.
  - Slide Tackling

For any of these offenses, the referee shall restart play with a drop ball. (Exception: slide tackle = direct kick)

- A substitute may enter for a player that has been cautioned (received a yellow card). The cautioned player may re-enter the field of play following a two-minute penalty unless a goal has been scored before the two minutes have elapsed. In this case, the following will apply:
  - If the penalized team is scored upon, it may replace the missing player prior to the two minutes elapsing.
  - If the penalized team scores, it must wait until it is scored upon or the two minutes have elapsed.
  - The player who enters the game as a substitute for the one sent off shall only enter when he has received the consent of the referee.
- A player shall be **ejected** (red card) from the playing court, if, in the opinion of the referee, they:
  - Are guilty of serious foul play.
  - Are guilty of violent conduct.
  - Use foul or abusive language.
  - Are guilty of persisting in misconduct after cautioning (a second caution).

If play is stopped by reason of a player being ejected, play shall resume with a **free kick**. The ejected offense will determine whether or not it is a direct or indirect kick.

- A substitute **may not** enter for a player that has been ejected (received a red card). Any team that has a player ejected must play down a player for the remainder of the game. If this affects the minimum number of players for that team, the game will be continued on the discretion of the Intramural Supervisor on duty.

### Free Kicks

- Free kicks shall be classified as:
  - Direct - one touch in which a goal may be scored directly against the offending side.
  - Indirect - two touches in which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.

All free kicks may be kicked in any direction from the point where the infraction occurred.

#### EXCEPTIONS:

- A penalty kick, which must be taken from the penalty spot and kicked forward
- Indirect kick inside the penalty area, which must be taken from the penalty box at the point closest to the spot where the infringement occurred

- When a player is taking a free kick, all opposing players must be at least 5 yards from the ball, until it is in play. The ball shall be deemed in play as soon as it is touched. If a player of the opposing team encroaches within 5 yards of the ball before the free kick is taken, the referee shall order the free kick to be retaken.  
*EXCEPTION:* If there is not 5 yards between the ball and the goal, then the opposing players must line up on the goal line in between the goal posts.
- The ball must be stationary on the court for the kick to be taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.
  - If the player taking the free kick, after having kicked the ball, plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team.
  - If the team taking the free kick takes more than four seconds to do so, the referee shall award an indirect free kick to the opposing team.
- When awarding an indirect free kick, the referee shall raise his/her arm above his/her head. He/she shall keep the arm in that position until the kick has been taken and the ball has been played/touched by another player or goes out of play.

### Penalty Kick

- A Penalty Kick is a free kick taken from the penalty mark. At the moment of the kick, all the players, with the exception of the goalkeeper and the player taking the kick, should be inside the playing court, outside the penalty area, and at a distance of 5 yards from the penalty spot. No player may cross the line until the ball has been touched.
- The opposing goalkeeper should take his/her position on the goal line and between the goal posts and may not move forward until the ball is kicked.
- The player taking the kick must kick the ball forward and may not play the ball a second time until it has been touched or played by another player.
- The player taking the free kick must kick the ball with the intent of scoring and may not pass the ball to another player.
- The ball shall be deemed in play directly after it has been kicked. A goal may be scored directly.
- For any infringement:
  - By the defending team, the kick will be repeated if the kick did not result in a goal.
  - By the attacking team, other than by the player taking the kick, if a goal is scored it will be disallowed and the kick retaken.
  - By the player taking the penalty kick after the ball is in play, a player of the opposing team shall be awarded an indirect free kick from the penalty mark.

### The Advantage Clause

- The “Advantage Clause” gives the referee the power to refrain from penalizing, when, by doing so, they would be giving the advantage to the offending team.  
*EXAMPLE:*
  - If a defensive player sees that his/her goalkeeper has been beaten, handles the ball before it goes across the goal line in order to prevent a goal, but does not succeed in stopping the ball from entering the goal, the referee should not blow the whistle for a foul but allow the play to continue and award the goal.
  - If a defensive player grabs an attacking player to stop him/her from scoring, but they are able to pass the ball to a teammate who can score, the referee should allow play to continue, because to stop the game would give the advantage to the defending team.

### Co-Rec Rules

- Each Co-Rec team consists of 5 players (4 in the field and 1 goalie). At no time may the difference between males and females on a team be greater than one. Each team must have a minimum of 3 players in order to begin a game.
- Substitutions must be male for male and female for female (Exception: goalkeeper). A team that begins a game with fewer than 4 players may add players to bring the team to its full complement, as is permitted by substitution rules.
- Position requirements are as follows:
  - The difference between male and female players who are playing in the field (excluding the goalkeeper) may not exceed one (1). When participating with an odd number of players (ex: 3 players), the gender that has the greater number of players must play the goalkeeper position. Note that a team must maintain the legal ratio of males and females (difference not greater than 1) throughout the game, even if a team is playing “down” due to a player receiving a yellow/red card.
  - Legal: 4 players (2 males & 2 females)  
2 males & 1 female in field, Goalkeeper = male  
Legal: 4 players (2 males & 2 females)  
1 male & 2 females in field, Goalkeeper = female
  - Legal: 3 players (2 males & 1 females)  
1 male & 1 female in field, Goalkeeper = male
- In Co-Rec play, a goal scored by a female counts for 2 points. The last offensive player to touch the ball shall be credited with the score. This rule is NOT in effect during an overtime shootout.  
*Example:* Male player A1 shoots the ball. The ball touches female player A2 and then is deflected into the goal by male goalkeeper B1. Because the last offensive player to touch the ball was the female player A2, the ruling would be a 2-point goal.

### Team Conduct & Sportsmanship

- The official(s)/supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
  - Disrespectfully addressing an official or staff member.
  - Questioning the official’s/supervisor’s judgment or decisions.
  - Use of disconcerting acts or words when an opponent is about to play the ball.
  - Showing disgust with official’s decisions.
  - Using profane or insulting language or gestures toward an official/supervisor or other player.
  - Baiting players of the opposing team
  - Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, players, and spectators conducting themselves in an unsportsmanlike manner shall be assessed penalties in the following manner:
  - A yellow card will be issued as a warning.
  - A second yellow card results in a point/loss of rally awarded to the opponent. This is equivalent to a red card.
  - A red card issued alone for a single offense will result in a point/loss of rally to the opponent. A red card will also result in an ejection for the offending player from the remainder of the match.

A sportsmanship score will be awarded to each participating team after every game. An average of the points from each game will factor into team standings. The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.



- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.

**Statement of Inclusion Language for Intramural Sports Department**

*SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Sarah Ortiz ([sarorti@siue.edu](mailto:sarorti@siue.edu) or 618-650-3245) at the Student Fitness Center, Room 1524, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.*