

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL FUTSAL RULES

Section 1: Intramurals Procedures and Guidelines

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: Authority

The Sports Programs and Intramurals Coordinator and/or Intramurals Staff has authority to ensure games run in an appropriate and proper manner. They may deal with any forms of unsportsmanlike conduct in any manner that they may deem necessary to ensure program integrity and safety. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each team must have a minimum of 5 eligible and registered players for the duration of the league. The maximum number of players per team is 15, unless otherwise permitted by the Sports Programs and Intramurals Coordinator.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team during the league's schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers must be approved by the Sports Programs and Intramurals Coordinator in advance.

Players cannot be added to the roster after the conclusion of the regular season. All playoff participants must have played a minimum of two regular season games. It is the Team Captain's responsibility to ensure players sign in with Intramurals Staff every game to ensure players are eligible for playoffs. If playoff eligibility is in question, the Sports Programs and Intramurals Coordinator will default to what is recorded on sign-in sheets. Special considerations are assessed on a case-by-case basis.

Section 5: Game Play

1. All BCIT Intramural Programs are self-officiated. The Sports Programs and Intramurals Coordinator and/or Intramurals Staff will make final on-site decisions, should game-related conflicts arise that are unresolvable by the Team Captains of the game.
2. Games will begin at the assigned time. A 10-minute grace period will be given to each team; afterward this time, a forfeit will take place. Teams can play with a minimum of 4 players to start the game.
3. A game consists of two 20-minute running periods, with one 5-minute break in between. The clock will not stop during fouls. Intentionally fouling is highly discouraged and may result in warnings and/or ejections.
4. A game may be shortened due to time constraints or cancelled at the discretion of Intramurals Staff and/or the Sports Programs and Intramurals Coordinator.
5. The match officially starts with a kick-off at center.
6. The kick-off must go backwards and the kicker may not touch the ball a second time until it is touched another player.
7. The defending team must be 3-meters away from the kick-off. Once the ball is kicked, the ball is in play and the defenders can move forward.

8. Any violation of the aforementioned rules will result in an indirect free kick for the non-offending team.
9. A team can freely substitute, from their bench, all their players except the goalkeeper throughout the game. Goalkeeper substitutions may only be made at a stoppage of play with the substituting team has possession.
10. Two 1-minute time-outs are granted to each team per half.
11. No hanging on the net is permitted.

Section 6: Boundaries/Inbounding

1. The light blue lines mark the boundaries. The goalkeepers' crease is marked by the light blue semi-circle.
2. Play is stopped when the entire ball has crossed the boundaries.
3. All inbounding play must be completed within 5 seconds from the time play is ready to continue.
4. Methods for inbounding:
 - A. When the ball has crossed the goal line:
 - If it was last touched by the attacking team a goal clearance is awarded to the defending goalkeeper. The goal clearance must proceed by a distinctly underhand throw from inside the goalkeeper's crease. The ball must touch the ground in the goalkeepers' own half. The goalkeeper may not touch the ball again before it has touched an opponent. A goal may not be scored directly from a goal clearance.
 - If it was last touched by the defending team, a corner kick is awarded to the attacking team. The ball must be kicked from corner of the court. All opponents must be 3 meters from the ball when it is kicked. A goal may be scored directly from a corner kick.
 - B. When the ball has crossed the boundary line:
 - A kick-in is awarded to the opponents of the team that last touched the ball. The ball must be kicked from outside of the touch line. All opponents must be 3 meters from the ball when it is kicked. A goal may not be scored directly from a kick-in.

Section 7: Offsides

There are no offsides.

Section 8: Methods of Scoring

A goal is scored when the entire ball has passed over the goal line between the goal line posts and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by a hand or arm of the attacking team player. A goal may not be scored directly from a kick-off, a kick-in, a goal clearance, or an indirect free kick. A goal may be scored directly from a direct free kick.

Section 9: Goalkeeper Play

1. When the ball crosses the goal line and it was last touched by the attacking team, a full clearance is awarded to the defending goalkeeper. The goal clearance must be preceded by a distinctly underhand throw from inside the goalkeeper's crease. The goalkeeper may not touch the ball again before it has touched an opponent. A goal may not be scored directly from a goal clearance.
2. Any pass back to the goalkeeper cannot be played with their hands, including passes made by head or chest.

3. The goalkeeper must stay in his/her crease at all times

Section 10: Fouls

Fouls are considered an infringement of the above rules as well as for:

1. **Physical obstruction** – deliberately blocking the path of an opponent (i.e. a player cannot keep an opponent from getting to the ball while the ball is going out of bounds without attempting to get the ball). A violation will result in an indirect free kick.
2. **Verbal obstruction** – unnecessary shouting, calling for the ball without a name, etc. A violation will result in an indirect free kick and a warning.
3. **Handling the ball** – hand (or arm) to ball constitutes an infraction, ball to hand (or arm) does not (when a player makes no movement towards the ball or has no intent to play the ball with their hand or arm). A violation will result in an indirect free kick. An intentional handball (as deemed by in-game officials) will result in a yellow card.
4. **Ball in air** – Playing the ball with the feet where the point of contact with the ball is at or above normal, standing waist-level will result in an indirect free kick awarded to the opposing team. Jumping in the air (or leaving the feet) to control the ball will also result in an indirect free kick being awarded to the opposing team.
5. **Play on the ground** – If at any time, a player plays a ball while he/she is on their bottom, back, or stomach, play will be blown dead and an indirect free kick will be awarded to the opposing team at the spot of the play.
6. **Dangerous play** – slide tackles, high kicks (leaving the feet to make a kick), tripping. A violation will result in a direct free kick and may result in a yellow or red card as deemed necessary by in-game officials.
7. **Slides** – Absolutely no slides tackles or slides of any kind for any reason. A violation deemed to be dangerous by the in-game officials/referees or Sports Programs and Intramurals Coordinator will result in an automatic yellow card. Goalies may only slide inside the crease to block a ball or to collect a ball. Goalies are not allowed to slide tackle (making contact with any opposing player). Other violations will result in an indirect free kick for the opposing team at the spot of the slide.
8. **Too many players** – Too many players on the floor will result in an indirect free kick awarded to the opposing team at the point where the play was stopped.
9. **Body contact** – Deliberate body contact and unnecessary roughness are not permitted and will result in a direct or indirect free kick, depending on severity and intent. Body contact also includes the more severe offenses such as holding, tripping, elbowing, charging or kicking an opponent.

Section 11: Free Kick

There are two types of free kicks: direct and indirect. A goal may not be scored directly from any indirect kick, but must touch another player first. All kicks will be indirect except handball infractions and dangerous fouls, such as charging, tripping, etc. All opposing players must be 3 meters from the ball on both direct and indirect free kicks.

Section 12: Penalty Kick

A penalty kick is awarded against a team that commits any of the following offences inside its own penalty area: kicks or attempts to kick, strike or attempts to strike, trips, jumps at, charges, pushes, tackles, holds, or spits at an opponent, or handles the ball deliberately. The ball is positioned on the penalty spot, 6 meters away from the goal. The goalkeeper's feet must touch the goals line until the ball

is brought into play. If this rule is not followed by the goalie and there is a goal, then the goal counts; if there is not a goal, the shot is taken again. The shooter must be player on the floor at the time the infraction occurred. All other players must stand behind the penalty spot and 3 meters way from the ball until it is kicked. In a non-shoot-out situation, the rebound maybe played. In a shoot-out situation and the rebound may not be played.

Section 13: Tie-breaking Procedure

In the event of a tie at the end of regulation time, regular season games may end in a tie. During playoffs, however, there will be a 5-minute sudden death overtime. In the event that the playoff game remains tied after overtime, a 5-on-5 shoot-out will be held. A shoot-out consists of 5 players from each team taking shots from the penalty mark. Note: any eligible player participating in that game may participate in the shootout.

Players currently serving penalty time may not participate in the shoot-out and a sub will take their place. The following conditions shall apply:

1. All of the kicks will be taken 6 meters from the goal. All players (except the goalkeeper and the player taking the kick) shall remain at the centerline during the shoot-out.
2. The *Programs and Intramurals Coordinator* will toss a coin. The team who wins the coin toss shall decide which team shoots first.
3. Both teams shall take 5 shots unless the losing team cannot overcome the deficit in the score.
4. If the score is still tied after 5 shots, the shoot-out shall continue until both team have taken an equal number of shots, and one team has scored one goal more than the other has. (In co-ed league, the team must alternate gender between male and female shooters).
5. A different player must take each shot. Only after the first 5 shots will a player be allowed to take a second shot (same with after 10, after 15, etc.).
6. A goalkeeper who is injured during the shoot-out may be replaced by a substitute.
7. Standard penalty kick format will be followed (the goalkeeper must be on the goal line until the ball is kicked, etc.).

Section 15: Captains

1. Captains are responsible for informing and ensuring their team abide by all guidelines, policies, and procedures throughout the duration of the league program.
2. Captains are responsible for signing the score sheet before the start of each game.
3. Captains are responsible for ensuring all players of their team for any given match have signed in on the scoresheet. See Section 4 for playoff eligibility procedures.
4. Captains are responsible for maintaining communication with the Sports Programs and Intramurals Coordinator for all Intramural-related matters.
5. Captains are responsible for managing their team's (including spectators, if applicable) sportspersonlike conduct and making corrective action (if required).
6. Captains are responsible for confirming the correct score is recorded.

Section 16: Sportspersonship

Teams and players are expected to exhibit sportspersonlike conduct throughout the league program. Players may be penalized, ejected from the game, or possibly suspended from further games depending on the severity of the offense. See BCIT Intramurals Procedures & Guidelines for further information regarding sportspersonlike conduct.

7.1 – Sportspersonship Program

After each game, Intramurals Staff will assess and rank the fair play of each team on a scale of 0-5 by answering the following: “Did the team significantly contribute to the enjoyment of this game in spirit and sportspersonship?”. If a team is given a score equal to or less than 3, the Captain will be notified by the Sports Programs and Intramurals Coordinator and possibly required to make corrective action prior to the next game.

At the end of the season, teams will be disqualified from playoffs if their sportspersonship average is below 4. Teams will be provided a written rationale for this decision. Team Captains may provide a written appeal within 3 business days of receiving a disqualification statement. The final decision will be made by the Sports Programs and Intramurals Coordinator and Intramurals Staff.

Scaling:

- 0 – Poor Sportspersonship (fight, player ejection, etc.) or Default without 2 days’ notice
- 1 –
- 2 –
- 3 –
- 4 –
- 5 – Good sportspersonship