

SRC Futsal

Rules and Regulations

Section G: League Specific Equipment Regulations

1. The use of indoor, non-marking shoes is required to participate in the SRC Futsal League
2. The use of shin pads is **STRONGLY** recommended by the SRC Futsal League for the safety of the participant wearing the padding.
3. Equipment for Goalkeepers
 - a. Whenever possible, goalkeepers must identify themselves using a top distinctly different to that of the other players on the field
 - b. The use of goalkeeping gloves in the SRC Futsal League is **STRONGLY** recommended for the safety and well-being of the goalkeeper.

Section H: League Specific Rules of Play

IMPORTANT – Intramurals follows the FIFA Futsal guidelines with the following rule modifications and interpretations. If any Intramurals rule posting conflicts or is different from that of FIFA, the Intramurals interpretation of the rule shall be enforced. The full FIFA Rules can be found [here](#).

1. The Field of Play
 - a. The touchlines and centerline of the field are demarcated using the sidelines of the basketball court (black lines)
 - b. The endlines (goal line) are demarcated using yellow Futsal Lines
 - c. The penalty area (goalie's box) yellow demarcated area.

- d. Nets used in the SRC Futsal League may only be those approved for use by UBC Recreation and the Student Recreation Centre. The Field of Play

2. The Players

- a. The SRC Futsal League is a five-a-side league, meaning that teams may not have more than FIVE (5) players on the field at one time during play, including a goalkeeper.
- b. Each team is required to field FOUR (4) players at the commencement of a match. Failure to have 4 eligible players present at the start of a match will place the offending team in violation of either the Default or Forfeit policy. See Sections C1 and C3 for more information on these policies.
- c. A team may be allowed to continue a game so long as THREE (3) eligible players remain on the field. A team may only be allowed to have three players present on the field as a result of an injury or an ejection to one of their players. If a team is unable to maintain the minimum number of players on the field, they will be assessed a 3-0 loss.
- d. In competitive mixed competition, each team may have no more than THREE (3) self identifying males on the field at any phase of play.

3. Gameplay equipment

- a. All soccer balls used for the SRC Futsal League must be a FIFA standard futsal size and weight and should be approved for game use by Intramural Officials or staff prior to use.

4. Gameplay Time

- a. Each game in the SRC Futsal League features TWO (2) halves, each lasting 20 minutes
- b. The game time and score shall be indicated on the scoreboard in the facility of play whenever possible.
- c. So long as the score can be displayed on the scoreboard, the game shall end precisely at the expiry of the game clock.

- d. When possible from a scheduling standpoint, officials may add/stop time to make up for time taken away from the game as a result of any of the following instances;
 - i. Substitutions
 - ii. Assessment of injury to players
 - iii. Removal of players from the field of play due to an injury
 - iv. Time wasting
 - v. Any other cause at the official's discretion
 - e. Officials reserve the right to both reduce game time and prematurely end games (game abandonment) for reasons related to scheduling or participant safety.
5. Tie/Overtime Rules
- a. Games which end as a draw at the end of regulation during regular season games will be recorded as such.
 - b. Should a playoff game end in a draw, the game will proceed directly to a penalty shoot-out. Guidelines for penalty kicks will be outlined in H5c
 - c. Penalty shoot-outs will proceed in a 5 on 5 format. All 5 penalty takers must have been on the court during the final whistle. If the game is still tied following the penalty shootout, the game moves to sudden death format. If present, the sixth player on the field must be utilized first. No player may shoot again until every eligible player has taken a penalty shot, including those on the bench at the end of regulation. Exemptions will be given for injuries sustained during gameplay which have been documented by Intramural Staff.
 - d. In the event of a penalty shootout, penalty kicks shall proceed from the primary penalty spot, located just above the foul line.
6. Beginning the Game
- a. At the start of each half, and following each goal, play restarts from the center mark at the indication of the Match official.
 - b. Opposition players must cede 5 yards of space from centre prior to kick off.

- c. Kickoffs are indirect.
- 7. Scoring – A ball which an official deems to have completely crossed the line will be declared a goal for the scoring team.
- 8. Ending the game
 - a. So long as the score can be displayed on the scoreboard, the game shall end at precisely the expiry of the game clock, which shall be indicated by a buzzer. Any scoring event which occurs following the buzzer cannot be counted.
 - b. Should it be impossible for the game time to be displayed on the clock, halftime and the game shall end at the discretion of the official via the whistle.
 - c. Should a foul or other stoppage occur in the final minute which has the potential to impact the outcome of a game, the official may stop or reset the game clock at their discretion. The game clock should restart at the sounding of the officials whistle.
- 9. Substitutions
 - a. There are unlimited substitutions in the SRC Futsal League
 - b. All player substitutions can be completed while play is in session (“On the Fly”). The referee is responsible for ensuring the correct number of players are on the court.
 - c. On the fly subs must be made in front of the bench
- 10. The following offences shall result in a free kick for the opposite team
 - a. Indirect Free Kick offenses – the following offenses will result in an indirect free kick from the spot of the foul.
 - i. Goalkeeper touching the ball with hand/arm, after it has been deliberately kicked to them by a teammate or returned to the keeper via a throw-in
 - ii. Deliberate impeding of the progress of an opposition player without contact
 - iii. Preventing the goalkeeper from releasing the ball with their hands

b. Direct Free kick offenses

- i. Playing the ball with the hand in EITHER a deliberate fashion OR in a manner which presents the offending player or team with a clear advantage
- ii. Kicking or attempting to kick an opponent
- iii. Tripping or attempting to trip an opponent
- iv. Jumping at an opponent
- v. Pushing or attempting to push an opponent
- vi. Charges or attempts to charge at an opponent
- vii. Holding or attempting to hold an opponent

11. Serious Offences – Game officials will issue a card for each of the following offenses

a. The following offenses warrant a yellow card and a direct free kick

- i. The match official deems a direct free kick offence to have been committed in a RECKLESS manner
- ii. An attempt to deceive the referee is made, e.g. by feigning injury or pretending to have been fouled (simulation)
- iii. Committing any offence which interferes with or stops a promising attack, except where the referee awards a penalty kick for an offence which was an attempt to play the ball
- iv. Denying an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick (no double jeopardy)
- v. Handling the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- vi. Playing the ball when leaving the field of play after being substituted
- vii. Use of a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc., that the

- goalkeeper would have otherwise been able to pick up the ball with his hands
- viii. A SLIDE TACKLE OR SLIDING CHALLENGE OF ANY KIND (a sliding challenge is defined as an attempt by an outfield player to win the ball from an opponent or play the ball near an opponent where the challenger forgoes the ability to immediately arrest their momentum. Signs of such a challenge are the majority of the weight and momentum of the player no longer based in the feet [a sliding motion] and/or the bottoms of a foot/feet exposed to either the ball or an opponent.
- b. The following offences warrant a yellow card without assessment of a direct or indirect free kick
 - i. A player verbally distracts or taunts an opponent during play or at a restart
 - ii. Substitution is made without the permission of the official
 - iii. Delaying the restart of play by the opposing team e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player, obstructing the restart of play in any other way.
 - iv. Any other cautionable offense is committed during a stoppage in play, or in an instance where an official awards the advantage to the other team following a cautionable foul.
 - c. Misconduct – The following offences warrant immediate dismissal and will trigger a review by the Supplemental Disciplinary System (SDS, See Section D)
 - i. The match official deems an offence to have been committed in an EXCESSIVE manner
 - ii. Receiving a second caution in the same match
 - iii. Using offensive, insulting or abusive language and/or gestures to participants, staff, officials or spectators
 - iv. Entering the field of play to: confront either a match official, an opposing player, or to interfere with play.

- v. Physical or aggressive behaviour (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person
- vi. Violent conduct

12. Foul Accumulation

- a. Once a team accumulates 5 fouls in a half, the opposing team is awarded a penalty kick from the secondary penalty marker (At the top of the 3-point line). Each foul after that will also result in a penalty kick from the secondary penalty marker.
- b. Only fouls that lead to direct free kicks are counted for the accumulation of fouls for secondary penalty kicks.
- c. Penalty kicks from the secondary penalty marker are direct and follow all of the same rules as a penalty kick from inside the goal crease
- d. Fouls accumulated in the first half do NOT carry over to the 2nd half, except cards.

13. Penalties

- a. Any direct free kick foul committed within the Penalty Area shall not have a free kick assessed from the spot of the foul, but rather from the penalty spot.
- b. The penalty spot is indicated by a black dot just above the foul line on the court
- c. Penalty kicks may only proceed upon a signal from the official. All players other than the penalty taker and the goalkeeper must remain behind the penalty taker and outside of the three point line.
- d. The goalkeeper may not leave the goal line until the ball has been struck by the penalty taker.
- e. These laws shall also be the procedure for a penalty shootout, with the exception that in a penalty shootout the taking of the penalty does not constitute a restart in play.

14. Goalkeeper Play

- a. Should a ball exit the court via the end line when last played by the attacking team (a goal kick in soccer), the goalkeeper shall return the ball to play by releasing the ball with their hands. The goalkeeper may not play the ball directly to themselves while performing this action
 - b. After releasing the ball from their hands while the ball is in play, a goalkeeper may not play the ball until it is settled (i.e. no longer bouncing) on the pitch. Examples of banned actions are a drop kick or a “rugby punt”. Such actions will be assessed an indirect free kick from the spot of the kick.
 - c. Goalkeepers are granted limited exceptions to the slide tackling rule. While it is permissible for a goalkeeper to forgo their ability to arrest momentum when attempting to play the ball (as they would when diving to make a save), a goalkeeper may not lead with their feet when challenging for the ball. If the official deems that the goalkeeper has led their challenge for the ball with their feet OR that the goalkeeper has made the challenge in a RECKLESS manner, a direct free kick or penalty must be awarded and a caution shall be issued. Should the keeper fail in their challenge for the ball and commit a foul under the laws described above or within the laws of the game, the keeper must be penalized as a defender would.
 - d. Balls deemed to be 50/50 between a goalkeeper and an attacker are considered the goalkeeper’s ball, and the attacker has the obligation to pull out of the challenge. Failure to do so is subject to disciplinary action.
15. Free kicks, Corner Kicks, and other miscellaneous laws
- a. Opposition players must yield 5 yards of space from the ball prior to all free kicks.
 - b. Opposition players must yield 3 yards of space from the ball prior to all corner kicks.

- c. Direct free kicks conceded within the three point line will be taken from the nearest point of the three point line with a similar angle to the goal. This is designed to protect participant safety.
- d. All indirect free kicks awarded within the penalty area (pass back to goalkeeper, etc.) will be taken from the nearest point of the penalty area line with a similar angle to the goal. This is designed to protect participant safety.
- e. When leaving the court at the touchline, the ball must be returned to play via a kick-in. The ball must be at a complete stop before being returned to play, and opposition players must yield 3 yards of space from the ball prior to the restart of play. Kick-ins, like throw-ins, are an indirect restart of play.
- f. When the ball leaves the boundaries of play, it must be returned to play within 5 seconds of a player having the ability to return the ball to play. This time may be indicated by the official.

Section I – League Specific Facilities of Play

- 1. The SRC Futsal League will take place at Student Recreation Centre.
- 2. Spectator Policies: While spectators are welcomed and encouraged to attend Intramural Leagues, the following regulations apply:
 - a. Spectators may not enter the playing surface, without express permission of an Intramural Staff member or official.
 - b. Spectators must remain within the designated spectator areas, listed below:
 - i. Student Recreation Centre: Designated benches at the edge of the court. These benches will be separate from the players bench.