Futsal Rules

League Structure
• League Play
  o One game per week over 4 weeks
• Divisions
  o Fraternity
  o Men’s Residential
  o Men’s Open
  o Women’s Open
  o Faculty/ Staff
• Playoff Eligibility:
  o Teams that are 2-2 or better and have an appropriate sportsmanship rating will qualify for the postseason. All Faculty/Staff teams that have an appropriate sportsmanship rating will make the postseason.
• Playoff Tournament:
  o All qualifying teams will play in a single elimination tournament, for each division, at the conclusion of the regular season.
• League Location:
  o Games will be played at the following locations:
    • Kraettli Apartments Storm Shelter
    • Traditions East Storm Shelter
    • Traditions West Storm Shelter

Futsal Information
• All participants must provide a valid OU ID (with picture) prior to each contest.
  o No OUID = No Play
• 30 Minutes Before Competition
  o Equipment is issued.
• 15 Minutes Before Competition
  o OU ID’s are collected, and Rosters verified.
• 5 Minutes Before Competition
  o Captains are called by officials and supervisors.
• Game Time
  o The game will start on time or be forfeited (at the discretion of the OU Intramural Sports Staff).

The Game
1. Each game will consist of two (2) twenty (20) minute halves with a continuous running clock.
2. Teams will consist of 4 players on the court at one time.
3. Team must have 3 players present to begin a game.
4. Teams will decide who receives first possession by a coin flip.
5. If a player is ejected, for any reason, the team may still play with 4 players.
6. Substitutions can be made when play has been stopped.
7. The game will be self-officiated.
8. At the conclusion of each contest, the team captains must report the score to the on-site supervisor.
9. Any team that gains a 10 goal advantage will immediately be declared the winner.

Equipment
1. Shin guards are not required but are recommended.
2. The official futsal game ball will be provided by the intramural sports department.
3. Players must wear athletic (non-marking) shoes.
4. No jewelry is allowed while participating.

Scoring
1. All scoring must take place in the attacking side of the play.
2. Goalies cannot cross half court and make an offensive attack.

Penalties
1. Any dispute during the game must be resolved between the two teams within 30 seconds. Failure to resolve issues will result in an automatic forfeit by both teams (IM staff judgment)
2. A PK will be awarded if the following fouls are committed inside the 3-point arc: (All PKs will be kicked from the top of the 3-point arc.)
   a. Tripping, charging, holding, pushing, or jumping at an opponent.
   b. Handling the ball.
3. An indirect free kick will be awarded for the following:
   a. Tripping, charging, holding, pushing, or jumping at an opponent.
   b. Handling the ball.
   c. Dangerous Play
   d. Obstruction
   e. Charging the goalkeeper in the penalty area
   f. Goalkeeper throws it over the half-way line.

4. Ejections:
   a. Serious Foul Play/ Violent Conduct
   b. Foul or Abusive Language
   c. Intentionally impeding a clear goal scoring opportunity

Overtime
1. If the score is tied at the end of regulation, the game will go straight into PKs.
   a. All PKs will be kicked from the top of the 3-point arc.
   b. Only three PKs will be awarded for the first round.
   c. Three of the players on the court at the end of overtime will be taking the penalty kicks.
2. If both teams are still tied after 3 kicks, a sudden-death kickoff will continue until a winner is declared.
   a. Each team will continue down the roster until all players have kicked a PK, goalies included.

Faculty/ Staff Modifications
1. Teams must have at least 1 male and 1 female on the court at all times.
2. In the event of a penalty kick shoot-out, teams must alternate male/female for all 3 kicks (and subsequent kicks, if needed).

The Intramural Sports Department has the final say in rule interpretations.
For rules not specifically mentioned above refer to the USFF Official Rules.