

# NEW MEXICO STATE UNIVERSITY

## Recreational Sports

### Indoor Soccer (Futsal) Rules

\*Note- The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

#### PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

#### The Game

1. The game consists of two 15 minute halves. The clock will only be stopped for penalty kicks, injuries, and time-outs, or at a referee' or supervisor' discretion. Each team is allowed one (1) timeout per half lasting one (1) minute. Time-outs can be called during any dead ball situation, not including free kicks, or if a team' goalie gets possession of the ball. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals in the second half the game will end due to the Mercy Rule.
2. After any dead ball situation, the team has a five (5) count to put the ball into play with a kick-in; this includes corner kicks, goal kicks, and any time the ball enters the goalie area. All kicks from out of bounds will be an indirect kick.
3. The half and the game will end with the buzzer. The last minute of the each half will be stop time for out of bounds, penalties and at the officials' discretion.

## Equipment

1. No one will wear equipment, which is dangerous or confusing to other players or is not appropriate. This includes, but not limited to, such items as: casts, headwear, and jewelry.
2. Tennis Shoes are required.

## Player Rules

1. Players:
  - Teams consist of five (5) players, including one (1) goalie. In order for the game to be official, there must be at least four players present per team.
  - If at any time there are more than five (5) players on the field the offending team's captain will receive a yellow card.
2. Substitutions:
  - Substitutions may be made during any stoppage of play, except for free kicks.
  - Substitutions must remain in the designated area until signaled in by the official.
  - Substitutions must notify the official before entering play.
  - Failure to comply with the above rules will result in a yellow card to the captain of the offending team.
  - Within the final minute of the 2nd half, there will be no substitutions.

**Fouls: THERE IS NO SLIDING!!!** The minimum penalty for sliding is a yellow card.

3. A player receiving a yellow card receives an automatic 2-minute penalty, with no replacement, which may be increased up to five minutes by the official or supervisor depending on the severity of the foul. When a goal is scored against his/her team during a 2-minute penalty, the player may come back into the game. *Yellow card fouls include, but are not limited to the following:*
  - Entering or leaving the field of play without the permission of an official
  - Objecting by word of mouth or action to any decision of an official (dissent)
  - Delay of game (including refusing to yield 3 yards on a free kick)

- Holding a shirt, short, etc.
  - Deliberate handball to stop an attack
  - Deliberate tactical foul
  - Sliding
  - Unsportsmanlike conduct
4. A player receiving a red card is disqualified, and the team must play shorthanded for the remainder of the game. The ejected player must meet with the Rec-Sports Assistant Director before they can participate in any further intramural activities. *Red card fouls include, but are not limited to the following:*
- Taunting, violent conduct, insulting, offensive or abusive language
  - A second yellow card
  - Exhibiting violent conduct
  - Spitting at another person
  - Moving the net in an attempt to stop a goal from scoring
  - Deliberately playing the ball in the goalie area to prevent a goal.
5. Direct Kicks:
- All kicks on fouls are direct.
  - Players must yield 3 yards on all kicks. Failure to do so will result in a yellow card.
  - Any penalty committed by the defense behind the white line will be brought back to a corresponding position on that line.
6. Goalies and the Goalie Area:
- The goalie may use his/her hands in the goalie area.
  - ONLY the goalie may play the ball in the goalie area.
  - The goalie may only roll the ball out underhanded, or play it as a field player. The penalty for this infraction is an indirect free kick awarded to the offense.
  - Any offensive indirect free kick awarded inside the goalie area will be taken from the midfield line.
  - If a defensive player plays the ball in the goalie area, the offense is awarded a free kick at midfield.
  - If an offensive player plays the ball in the goalie area, the defense is awarded a free kick from within the goalie area.
  - The goalie may leave the goalie area but may only advance to the first white line on his/her defensive half.
7. Out of Bounds

- Ceiling and rafters, bench area, scorer' table, anything beyond field of play.
- Balls touching the curtains, ceiling, basketball goals, overhang, or rafters will be restarted by the opposing team at the nearest point on the court.
- All other out of bounds will be restarted at the closest point by the opposing team.

#### 8. Penalty Kicks:

- All penalty kicks will be taken from the hash mark.
- All players on the field must each take one shot before repeating the order.
- Penalty kicks are dead ball situations; rebounds are considered unplayable.
- Players not shooting must remain behind the second white line.

#### 9. Deliberate Delay of Game:

- Teams may not deliberately waste time or delay the game. Doing so is strictly prohibited.
- If a team does so, they will be warned, and then subsequently issued a yellow card if the infraction continues.

#### 10. Cumulative Penalty Rule:

- After a team commits 5 penalties, the opposing team will be awarded an unobstructed free kick from the second white line for every subsequent penalty.
- The player taking the free kick shall kick the ball with the intention of scoring a goal and may not pass the ball.
- All other players must remain behind this line and may not move forward until the ball is kicked.
- The ball is live only after the ball touches the keeper, back wall or goal posts.
- This rule resets at the beginning of the second half.
- Advantage calls also accumulate toward this penalty count.

### General Participant Play

1. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the

severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

### Scoring

1. One point will be awarded for goals scored.
2. **The game may end in a tie in the regular season.** At the end of regulation time **during the play-offs**, if the game is tied, each team will have five penalty kicks for one round. If the game is still tied, one on one sudden death penalty kicks will occur; however, each individual on the score sheet must kick until players can be repeated.