Participation in Stanford University Recreational Sports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Recreational Sports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. Stanford University does not provide personal health or medical insurance coverage for participants.

Any rule not specifically covered will be governed in accordance with those described by the [US Futsal Federation rules](https://www.usfutsal.com).  

**GENERAL INFORMATION:**

All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid Stanford ID. CO-REC Teams of 5 must be made up of some combination containing 3 women and 2 men or 3 men and 2 women. Teams of 4 must be made up of 2 women and 2 men, or 3 women and 1 man or 3 men and 1 woman.

- Each team should start the game with 4 players; a minimum of 3 is needed to avoid a forfeit.
- A player may play on only one team per sport.
Each team shall designate to the Referee a player as the Field Captain. This person is the only player who can communicate with the Official; all others must be kept quiet or asked to leave the facility. The captain is responsible for any information contained in the Intramural Futsal Rules, Intramural Sport Participants Handbook, and Sportsmanship Policy.

GAME INFORMATION:

- The game will consist of two 18-minute halves (running clock) separated by a 1-2 minute halftime period.
- During play, the clock will only stop for injuries or official timeouts.
- In the event of a tie during the playoffs, a tiebreaker will be conducted.
- There will be one (1) five (5) minute Golden Goal period. A coin toss will determine which team will kickoff first.
- If after the period, neither team has scored, the winner shall be determined by a penalty-kick tiebreaker.
- Penalty kicks are taken from the mid-court line.
- A coin toss will determine the team that kicks first.
- Each team will take five penalty kicks (taken alternately). The team that scores the greatest number of these will win.
- If necessary, the PKs will continue on a sudden-death basis: the first team to score an unanswered goal wins.
- A different player will take each kick, progressing through the entire roster of players who played in the game. The team with the most players present will choose to have all their players kick, or have the same number of players as the other team take a kick.
- Players must have played that game to participate in the penalty kick tiebreaker.
- Once the entire roster of players is completed, the initial kicking order will be repeated.

Crease Rules:

- No players, offense or defense may step into the crease during a shot attempt. *If the defense steps in the crease during a shot it will be a penalty kick. *If the offense steps in the crease during a shot the ball will be awarded to the defense.
- If the player appeared to enter the crease intentionally, it is up to the discretion of the referee to award a yellow card.
- All Players may kick a ball which is inside the crease as long as they do not step into the crease.
- If a ball stops out of reach in the crease it is awarded to the defense.

SUBSTITUTIONS:

- Substitutions are unlimited and occur "on the fly". This should occur near the bench area and the entering player may not touch the ball until the player being replaced is off the court.
BOUNDARIES:

- Ground rules will include playing the ball off of the side and back walls. The ground rules will be confirmed with both captains and the referee before each game.

- If the ball ends up out of bounds along either back line, the defending team will be granted a goal kick.

- The player taking the kick-in must set the ball on the black line. The ball must be stationary and the kick-in must be taken within four (4) seconds.

- On either type of kick-in (sideline or corner), the ball may go directly off the opponent, including the goalkeeper's body, and into the goal for a score.

- On any kick-in, the defending player must be at least five feet away from the ball. A Yellow Card will be issued if a player repeatedly disregards this rule.

- If the ball touches the ceiling, the opposing team will take a goal kick.

FOULS AND MISCONDUCT:

- The following infractions will result in a YELLOW CARD and DIRECT FREE KICK (a one-man wall may be formed). A Yellow Card equals two minutes out of play and can return if an opponent scores a goal during power play or time expires.

  - Slide Tackling
  - Kicking or attempting to kick an opponent
  - Tripping an opponent
  - Jumping or throwing himself upon an opponent
  - Charging an opponent in a violent or dangerous manner
  - Charging an opponent from behind unless the opponent is obstructing
  - Striking or attempting to strike an opponent or spitting on an opponent
  - Holding an opponent
  - Pushing an opponent
  - Charging an opponent with the shoulder
  - Handling the ball, except the keeper in his penalty area
• Should a player of the defending team intentionally commit one of the above offenses within his penalty area (marked by the basketball three-point line) his team shall be penalized with a penalty kick, regardless of the position of the ball, as long as it is in play.

• If a player has an open goal ahead of him/her and is fouled, or when a defender intentionally handles the ball, blocking an obvious opportunity for a score, a DIRECT FREE KICK is awarded. A penalty kick is taken from the basketball foul line if the foul takes place in the penalty area. The offending player must be sent off the court with a YELLOW CARD. Team will play a player short for two minutes; then a substitute may replace the ejected player.

The following infractions will result in an INDIRECT FREE KICK:

● Playing in a manner considered by the referee to be dangerous, e.g. raises his feet to kick backwards or kicks with the heel, or attempts to take the ball out of the hands of the opposing keeper.

● When not playing the ball intentionally obstructs an opponent, running between him and the ball, or interposing the body in such a manner as to prevent an opponent from playing the ball when he is not in control of the ball.

● Double Yellow (a player from each team - both out for two minutes. They, or a substitute may both return after a team scores.)

● Two yellow cards equals a RED CARD and the player is ejected from the game. The team must then play one down for the remainder of the game. The player who receives the red card must be cleared by the Rec Sports Supervisor in order to play in remaining season's games.

● POWER PLAY: The team reduced by a penalty may return the penalized (yellow card) player to play after a goal. If two players are in the penalty box from the same team, only the player who has served the longest time may return to action after a goal.

RED CARD Violations include the following:

● Taunting, insulting, offensive or abusive language
● A second Yellow card
● Striking or attempting to strike an Opponent or Official
● Spitting at another person or Official
● Intentionally moving the net in an attempt to stop a goal from scoring

Player(s) receiving a RED CARD are ejected from the game. The team must play one down for the remainder of the game. The player or players receiving RED CARD(s) must be cleared by the Assistant Director of Intramurals in order to continue eligibility in the league.
Penalty Kicks:

- All penalty kicks, awarded for red carding, or hand ball infractions and yellow cards (which occur during a shot) will take place from ANYWHERE on the mid-court line.
- NO defensive players may interfere.
- The kicks will be taken on an open goal.
- If the player misses the attempt, the opposing team is awarded a goal kick