SRC Futsal
Rules and Regulations

The following rules are specific to the SRC Futsal League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

**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 at http://www.fifa.com/mm/document/footballdevelopment/refereeing/51/44/50/lawsofthegamefutsal2014_15_e_neutral.pdf

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women’s W2STGN Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Tier 2</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
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<td>YES</td>
</tr>
<tr>
<td>Tier 3</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>-------</td>
<td>-------</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Just for Fun</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>DIV &amp; CWD (Term 2 Only)</td>
<td>NO</td>
<td>No</td>
</tr>
</tbody>
</table>

Updated July 30th, 2018
a. DIV Divisional Team
   a. A team comprised of participants who have a common University identification (faculty, residence, etc) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.
   b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team
   a. A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Section B - Facilities of Play

B1 – All SRC Futsal games will be played at the SRC Gyms.

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Eligibility Policy”


Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the SRC Futsal League, the player affected must sign another one. Players can sign online waivers (and are encouraged to do so at https://www.intramurals.ubc.ca/waiver/) instead of paper waivers once they are on roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or,
once they are on the roster (in our database), a government issued photo ID card (driver's license, BC ID card, etc). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment

E1 - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the game official's discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
- Numbers must be a minimum of 6” in height
- Tape is not allowed to be used as a number
- Each member of a team must have a unique number in relation to the rest of their team
- Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
- Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Futsal</td>
<td>1 goal and 1 Yellow card per infraction</td>
</tr>
</tbody>
</table>

Names and Logos

- In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

Just for Fun Teams are NOT subject to the League Uniform Policy

E2 – Non-Marking Shoes are mandatory.

E3 – Shin Guards are recommended.

Updated July 30th, 2018
Section F – Equipment Regulations

F1 - The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
   a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
      Exceptions: medical alert necklaces and bracelets.
   b. Orthopedic braces with exposed metal
   c. Towels attached to the players
   d. Any hooded shirt or sweatshirt

Section G – Length of Games (Times Structure)

G1 - Game Time
   a. Open Tier 1 in Term 2 plays two 30 minute halves
   b. All other divisions plays two 20 minute halves

G2 – Extra Time
   If time permits, allowance is made in either period for all time lost through:
   a. Substitutions
   b. Assessment of injury to players
   c. Removal of injured players from the field of play
   d. Wasting time
   e. Any other cause at the Official's discretion

Section H – Overtime/Tied Games

H1 - Regular Season Games that end in a tie at the end of regulation will remain a tie. There is no overtime during the regular season.

H2 - Playoff Games that end in a tie will play one 5 minute sudden death overtime period (golden goal).

H3 - In the event that the playoff game remains tied after overtime, a 5-on-5 shoot out will be held

H4 - In the event that the 5-on-5 shoot out is tied, a sudden death shoot out will be held. Players may be re-used as often as desired after the initial 5.

Section I – Rules of Play

Updated July 30th, 2018
The SRC Futsal League follows the official FIFA Futsal rules with the following amendments

I1 – Number of Players
a. A minimum of four (4) players from each team must be on the pitch to start the game. One ghost player is permitted. Max players is 5.
b. Over the course of the game, a team can legitimately continue with less than four players to a minimum of three players (including keeper) as a result of disqualification or injury.
c. In Competitive CoRec (Tier 1 and 2) games, teams can have a maximum of 3 self-identified men on the court at any time.

I2 – Start of match
a. The match is officially started with a kickoff at centre.
b. The kickoff is indirect and proceeds only after consent from the official.
c. The kickoff must go forward and the kicker may not touch the ball a second time until it has touched another player.
d. The defending team must be 5 metres away from the kickoff. Once the ball is kicked, the ball is in play and the defenders can move forward.
e. Any violation of the aforementioned rules will result in an indirect free kick for the non-offending team.

I3 – Substitutions
a. 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.
b. On the fly subs must be made in front of the bench

I4 – Goal Keeper Play
a. When the ball leaves the end of the court by the offending team, the goalkeeper brings the ball back into play called a goal clearance, by throwing the ball from within their crease.
b. Punting the ball is not allowed and will result in an indirect free kick 6 meters from the goal line.
c. Any passback to the goalkeeper CANNOT be played with the goalkeeper’s hands.
d. The goalkeeper can NEVER hold the ball for more than 4 seconds. Holding it for longer will result in an indirect free kick 6 meters from the goal line.
e. Goal Keepers must not distribute the ball to a teammate within their crease on “goal-kicks” or after playing it with their hands.
f. The goal keeper must not play the ball with their hands outside their crease.

Updated July 30th, 2018
g. Goal Keepers may now throw the ball over half on all plays where they are legally allowed to handle the ball.

I5 – Inbounding

h. Ball must be motionless on the sideline before it is played (After the first warning, possession changes hands)

i. Defenders must be at least 3 meters away from the ball

j. Corner kicks must be taken from the edge of the court in line with the goal posts.

k. When the ball leaves the end of the court by the offending team, the goalkeeper brings the ball back into play called a goal clearance, by throwing the ball from within their crease and it must contact another player or the floor before passing over the center line. Punting is not allowed but you can place the ball on the court and kick it from a stationary position.

l. All inbounding plays have a time limit of 4 seconds

I6 – Offsides

a. There are NO offsides in the SRC Futsal League.

I7 - Fouls

a. Slide Tackling

i. No slide tackling is permitted.

ii. Any slide showing intent to tackle a player will warrant an automatic sending off (Official’s discretion).

iii. Any slide as the result of an accident or slip will warrant a yellow card.

iv. Goal Keepers are able to slide within their goal area so long as they make a play on the ball with their hands. Slides where they lead with their feet and tackle a player are subject to the above penalizations.

v. Sending off offences will result in immediate suspension and automatic forwarding to the Supplementary Discipline Commissioner.

b. 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.

c. A controlled ejection (game ejection) will be assessed to any player that accumulates 2 yellow cards in a single game. Players who are ejected via the controlled ejection are eligible for play the next game, but are subject to the demerit policy outlined in the Policy Webpage above.

I8 - Indirect Free Kick

Updated July 30th, 2018
a. An indirect free kick is awarded to the opposing team for the following actions:
   i. Time violations
   ii. Goalkeeper touching the ball with his or her hands when it has been kicked by a teammate
   iii. Deliberate impeding of the progress of an opponent when the ball is not being played
   iv. Preventing the Goalkeeper from releasing the ball from his hands

I9 - Direct Free Kick
a. A direct free kick is awarded to the opposing team for the following actions (actions are subject to Red Cards and an ejection):
   i. Handballs
   ii. Kicking or attempting to kick an opponent
   iii. Tripping or attempting to trip an opponent
   iv. Slide Tackling
   v. Jumping at an opponent
   vi. Pushing an opponent
   vii. Striking or attempting to strike an opponent
   viii. Charging an opponent (with the shoulder)
   ix. Holding an opponent
   x. Spitting at an opponent
b. The defending team must be at least 5 meters from the spot the free kick is being taken.

I10 - Penalty Kick
a. A penalty kick is awarded if a player commits any of the aforementioned offences inside their own penalty area, irrespective of the position of the ball but provided that it is in play.
   b. The penalty kick will be taken from the penalty spot 6 metres from the goal.

I11 – Accumulation of Fouls
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 except:
i. The goalie does NOT have to stay on their goal line. The goalie may position themselves anywhere within the basketball restricted area crease (the innermost crease)

ii. All players on both teams except the player taking the penalty kick must be behind the ball AND at least 5m away from the ball.

d. Fouls accumulated in the first half do NOT carry over to the 2nd half, except cards.

e. But if OT is played (play offs only), the number of fouls carry over to the OT

I12 - Disciplinary Penalties

a. Cautionable Offences (at Referee’s Discretion) The following offences warrant a yellow card:
   i. Unsportinglike Conduct
   ii. Dissent
   iii. Delay of game (failing to respect distance on kick ins)
   iv. Slide-tackling (accidental/slip)

b. Sending Off Offences (at Referee’s Discretion) The following offences warrant a red card and subsequent, sending off:
   i. Slide-tackling (intentional)
   ii. Violent Conduct towards player or official
   iii. Excessive Verbal Abuse towards official
   iv. Spitting at an opponent, official or spectator
   v. Denies an obvious goal-scoring opportunity
   vi. Second Yellow

c. A red card will result in an automatic ejection from the game as well as a 2 min penalty where the carded team will play a person short for the duration of the 2 minutes. A short-handed team that concedes a goal during the 2 minutes will be allowed to return to full strength.

d. In the case of two red cards at the same time:
   i. Play 4v4 for 2 minutes, no exception
   ii. NO replacement of players even if goal is conceded

e. The aforementioned offences are also subject to the Board of Inquiry, as determined by the official.

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Updated July 30th, 2018
Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document [http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/](http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/)