

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

CSUSM Campus REC

IM Co-REC/OPEN Futsal Rules

➤ Player Eligibility:

- All participants must be:
 - Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff
 - Graduate Student
- Only 2 collegiate soccer athletes (1 male & 1 female) may be on any one team's roster during the Fall and Spring semesters. This includes Red-shirt athletes and athletes whose eligibility ended in the Fall semester but are playing in the Spring.
- Players must have successfully registered and paid using IMLeagues.com and be on their team's roster before 1159PM Thursday of the first week of the season.
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.

➤ Team Roster (COREC):

- A minimum of 5 players on the court. (A game can start with 4 players, as long as the minimum number of males/ females is met- ONLY if needed.) Goalie counts as 5th player on the team.
 - Minimum # of females is 1 (*Must play down 1 player)
 - Minimum # of males is 1

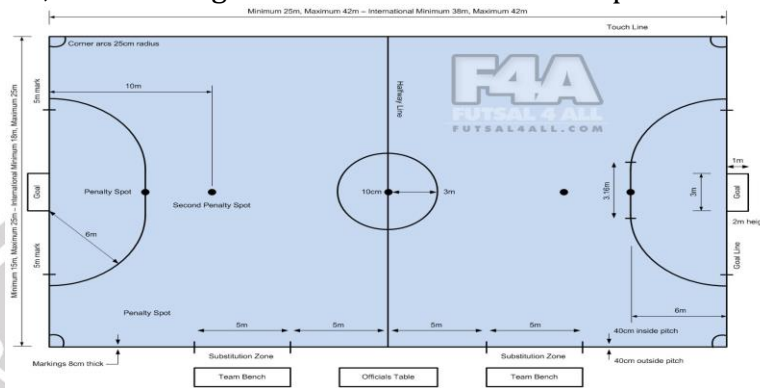
All possibilities of what COREC games could look like:

5v5		4v4	
<i>Females</i>	<i>Males</i>	<i>Females</i>	<i>Males</i>
3	2	1(min)	3(max)
2(min)	3(max)	2	2
4(max)	1(min)	3(max)	1(min)

- Each team may carry a maximum roster of 10 eligible players.
- Rosters may be modified on IMLeagues.com until the second week of the season.
 - NOTE: Any additions will need to pay the \$10 registration fee through IMLeagues. If unable to make payment online, contact the Assistant Director of Campus Recreation, Ryan Groth (rgroth@csusm.edu). Any dropped players WILL NOT receive a refund.
- Players must play in at least one regular season game to be eligible for the playoffs

Field Dimensions:

- A square shaped gym with an area of 19 meters wide by 18 meters long (map is not listed to scale, however it gives an idea of what the setup looks like)



➤ **Pregame:**

- All players must check-in with their CSUSM student ID cards at the OPS table before entering the game.
 - Any individual without a CSUSM ID will **NOT** be eligible to participate in the game. Any other forms of identification are not accepted.
 - Students may present their CSUSM ID through the CSUSM app.
- Please arrive 10-15 minutes before the start of the game to ensure all participants are checked-in and ready to play.
- Late arriving players must check in with the scorekeeper before entering the game.
- **LATE PENALTY:** for every 2 minutes that passes until a forfeit, the present team will receive one goal.
 - 2 minutes late- 1 goal
 - 4 minutes late- 2 goals
 - 6 minutes late- 3 goals
 - 8 minutes late - 4 goals
 - 10 minutes late - Forfeit

➤ **Forfeits:**

- The forfeiting team will be charged a \$50 forfeit fee and will receive a sportsmanship score of 3. Unless a 48-hour notice is given, the fee will be waived, but a sportsmanship score of 3 will remain.

** Ways to forfeit a game: **

- Failure to field minimum number of eligible players required by 10 minutes after game time.

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- Double Forfeit: both playing teams are not ready by 10 minutes after game time.
- All forfeit fee payments must be received by Campus Recreation 48 hours before the next regularly scheduled game. Failure to pay the fee will result in the team forfeiting the next game and may be subject to an additional forfeit fee.
- **Equipment & Uniforms:**
 - Essential game equipment (balls, goals, pennies) is provided by IM Staff.
 - Athletic close-toed shoes are always required. Cleats and sandals are NOT ALLOWED.
 - Team captains will pick their team's color in the beginning of the season.
 - All participants must wear the same color jersey/ shirt as their teammates. If one team member is not wearing the appropriate color, pennies will be provided by IM Staff.
- **Game Regulations:**
 - Games will be played with two (2) twenty (20) minute halves with running time. There will be a 5-minute halftime.
 - There is 1 time-out per half allowed
 - Time-outs are thirty (30) seconds for a water break and one (1) minute for an injury.
 - Teams will receive 3 points for a win, 1 point for a tie, and 0 points for a loss.
 - Both male and female goals count as (1).
 - Mercy rule will take effect when there is a 10-goal differential between the two teams and 10 minutes or less left remaining in the second half of the game.
 - No jewelry, no hats with bills, or any other materials deemed unsafe by the officials/staff.
 - Overtime will only be played during playoff games. Overtime will consist of two (2) five (5) minute halves using the golden goal (next goal wins) format. If the game is still tied after overtime, then the game will be decided using an alternating best of five-penalty shootout format.
 - Order will be as such: Female-male-female-male-female
 - If still tied after 5 penalties, it will go to sudden death penalty kicks.
- **Tiebreakers (Regular Season):**
 - Forfeits
 - Sportsmanship
 - Goals For/Against Differential

- Goals For
- Goals Against
- Head-to-Head

➤ **Game Play:**

Officials are part of the game/field, two officials total located on either side of the court. One (first referee) is positioned on the longer side of the court near the OPS table and communicates with the reporter, while the other (second referee) is on the opposite side of the court. The reporter table includes a reporter and a timekeeper; moreover, OPS will monitor free subs and keep score.

- There will be **NO** offsides.
- **NO SLIDE TACKLING!**
 - This will result in a yellow card!
- Winner of the coin toss will have the choice of selecting a side to defend or selecting to kickoff.
- A ball kicked out of play on the touchline will be restarted with a **kick-in**.
- **Kick-In:** It must be done in 5 seconds; if a time offence or wrong play resumption is committed, the referee will whistle a resumption change, but no sanction in terms of personal or cumulative fouls. Participants are not allowed to score directly from a kick-in; the goal is valid only if any player, goalkeeper excluded, touches the ball before it enters in goal.
 - Opponents must be at least three (3) meters from the side-line where the kick-in is taken.
- A ball kicked out of play on the goal-line by the defending team will result in a corner kick for their opponents. A ball kicked out of play on the goal line by the attacking team will result in a goal kick (Goalkeeper "throw-in").
- If a team has clear possession of the ball when play is stopped, they shall receive an indirect free kick.
- If an injury occurs and the possession of the ball is unclear, whichever team had the ball before the injury shall restart play from the goalkeeper.
- Substitutions can be made at any time during the game (free subs). The substituting player must wait until their teammate has exited the court before entering play. There are **Unlimited** substitutions.

Goalkeeper:

- While in the penalty area (goalie-box) the goalkeeper can touch the ball with his/her hands

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- While outside the goalie-box, he/she can play the ball like every other player (feet only)
- The goalkeeper must remain exclusively on his/her team's half of the court.
- The goalkeeper **May Not** exceed the mid-line.
- When goalkeeper is in possession of the ball (in the goalies' hands), he/she has 5 seconds to release the ball; if he/she holds the ball longer than 5 seconds, the referee will stop the play and give an indirect free kick to the opposing team at the top of the goalie box
- **Midline Rule**-When the ball is thrown or kicked from the Goalkeeper **Inside** his/her **Goal-Box**, the ball must be touched in the team's defending half court. If the ball exceeds the midline, the opposing team will receive a free kick.
 - The Goalkeeper may **Dribble Outside** of his/her Goal-Box, therefore passing anywhere on the court.

Fouls:

*****A team can make five cumulative fouls every match, however on the sixth foul the opposing team gains a penalty kick.**

A player that commits any of the following offenses will result in a Direct Free Kick awarded to the opposing team at the foul's spot.

If a player:

- Kicks or attempts to kick an opponent.
- Trips an opponent.
- Charges an opponent in a violent or dangerous manner.
- Strikes or attempts to strike an opponent.
- Slide tackling.
 - NOTE: Goalie is exempt only if the slide begins and ends within the penalty box.
- Holds or attempts to hold an opponent.
- Pushes an opponent.
- Plays in a manner considered by the referee to be dangerous.
- Charges unfairly (i.e., with the shoulder when the ball is not in playing distance.)
- A Handball:
 - Accidental Handball
 - Indirect Free Kick
 - Intentional
 - Indirect Free Kick
 - Yellow Card
 - Exception: When the goalie picks up an intentional pass from their team. Result = **Indirect Free Kick**.

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

A player that commits any of the following offenses will result in an Indirect Free Kick being awarded to the opposing team at the foul's spot.

- Obstruction- intentionally obstructing the player while not playing the ball (illegal shielding).
- Dangerous Play
 - Ex: playing with the ball on the ground, high kicks, etc.
- When goalies:
 - Hold the ball in their hands for an unreasonable amount of time, as deemed by the referee (roughly 5 seconds).
 - Goalie picks up an intentional back pass from a teammate.

A participant shall be cautioned (**yellow card**) for:

- Persistent infringement of any of the rules of the game.
- Objecting by word of mouth or action to any decision given by an official (dissent).
- Any incidental use of vulgar or profane language.
- Unsporting conduct, including, but not limited to:
 - Unnecessary delay
 - Holding a shirt/shorts
 - Deliberate verbal tactics
 - Encroachment
 - Deliberate handball to stop an attack
 - Deliberate tactical foul
 - Faking an injury
 - Simulating a foul
 - Player who displays reckless play

******In the instance of a yellow card, the player receiving this penalty will sit out for two minutes and until the other team scores, leaving the team down one player.**

****** Three (3) yellow cards in different games equals suspension in the next game.**

A participant shall be disqualified (**Red Card**) for:

- Exhibiting violent conduct
- Taunting
- Subsequent caution
- Committing serious foul play
- A player commits a foul, attempting to deny an obvious goal-scoring opportunity, and the goal is not scored.
- Spitting at an opponent, teammate, or game official
- Using insulting, offensive, or abusive language or gesture
- Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- **See Sportsmanship Rating Scale**
- If the player does not behave after receiving the red card, they must be removed from the facility, worst case scenario, let front desk know to help you, last case scenario, UPD.

****NOTE: All decisions are made at the discretion of the Referee***



Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score which is 3 or less will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

5

- Respect is shown to the players and staff by the participants, coaches, and spectators. Participants always speak to their peers and event staff appropriately. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

4

- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

3

- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game. **(Yellow Cards)**

2

- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators. **(Possible Yellow or Red Card)**

1

- An ejection of any kind. **(Red Cards)**

0

- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

*****Any ejection or score of 2 or below may result in a meeting with the Campus Recreation Assistant Director and a possible suspension or expulsion from the league. *****