

Edina HS '5 on 5' Intramural Futsal Team Sign-up Form

Futsal is a Brazilian derivative of soccer that is played on a hard surface using a ball with less bounce.



Team Name: _____ Team Captain: _____

Team Roster (ten player max)

	Print First Name	Print Last Name	Grade
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Tentative Game Schedule: All Games Played from 3:45 – 6:00 PM in the EHS Fieldhouse. Schedule dependent on number of teams signed up:

- | | |
|----------------|-----------------|
| Thursday, 9/20 | Thursday, 10/18 |
| Tuesday, 9/25 | Tuesday, 10/23 |
| Thursday, 9/27 | Thursday, 10/25 |
| Tuesday, 10/9 | Tuesday, 10/30 |
| Tuesday, 10/16 | |

Intramural Futsal Rules and Expectations:

- Sportsmanlike conduct is expected at all times or you and your team may be dropped from play.
- Teams that forfeit 2 consecutive games may be dropped from play.
- Games will be self-refed.
- Players can be added to the roster as long as they can prove they have signed a waiver, are not playing for another team, and the team has roster space.
- Champions will receive a championship T-SHIRT.
- No more than 10 teams will be accepted into the league
- First 8 team with at least five players registered on roster will be the league teams
- Full Team Registration Fee - \$80 per Team
- All players must be registered in the Activities Office by September 25.

Return Form with team fee to the AD Office by September 25.

Futsal Intramural Rules 2018

- Five Players allowed on the court
- Substitutions are “on the fly” – player should come off fully prior to a new player entering the court.
- Ball out of bounds on the sideline is played back in from the ground: Kick In. Ball cannot be moving for a kick in. Kick in must happen within two seconds of ball being placed on the ground. All Kick-ins from the sideline are indirect.
- Opponents must be at least two yards away on a Kick In.
- Ball out of bound over the end line is either a corner kick or a GK-Ball-In-Hand (there are no Goal Kicks in Futsal). Corner Kick is treated like a Kick In from the corner, albeit direct.
- GK-Ball-In-Hand is a restart with the GK playing the ball from their hand to a teammate. GK cannot place the ball down and kick or dribble unless they collect the ball (either by feet or hand) during the run of play (like making a save) at which point they are free to pass or score. Ball must be thrown to a teammate for a restart. Violation results in a redo. Ball may be thrown anywhere on the court but must be played outside of EACH GK arch. A ball that is thrown into the opposing team’s arc results in a direct kick where it landed. A ball thrown into the opposing team’s goal results in a GK-Ball-In-Hand. No punts or drop-kicks allowed.
- There is no limit to the number of passes back to the GK.
- Kickoffs and Kick Ins are indirect – a “goal” scored from an indirect kick will be treated like a GK-Ball-In-Hand.
- Corner Kicks, Free Kicks, and Penalty Kicks are direct. The ball must be stationary when kicked and opponent players must be 5 yards away.
- Handling the ball (hand-ball), slide tackling, preventing the GK from releasing the ball, or impeding a player without playing the ball are all fouls resulting in a direct kick at the spot, unless in the GK arc which results in a PK.
- Absolutely no slide tackling. Violation results in a PK and that player forced to sit the remainder of the half AND his/her team playing down a man for the remainder of the half. Goal Keepers may go down to save a ball, but may not slide feet first to save a ball.
- All PK’s will be taken from the top of the three-point arc. No wall.