



2020 NJYS Futsal State Cup Managed by EDP

Rules / Guidelines / Policies

General: There will be no smoking, no alcoholic beverages, or pets at any facility.

Players must be instructed to compete in the spirit of the game and according to the **FIFA Futsal Laws of the Game**.

It is the responsibility of each coach/manager to inform their players, parents, and supporters of the rule and the guidelines.

Abusive Behavior: While at any venue, any coach, parent, team official, player, or spectator threatening violence or verbal abuse to any individual will immediately be ejected from the tournament, and the team may be ejected from the tournament. This type of behavior is not acceptable at this event and will not be tolerated.

1. General Rules of the Game

- a. All tournament games shall be played under the laws set forth by the **FIFA Futsal Laws of the Game**, except as modified by these rules.

2. Registration and Eligibility

- a. Each player must be sanctioned by EDP Futsal.
- b. Only coaches listed on a teams' official roster handed in before the event are allowed on the players' sideline. If a change needs to be made, it must be approved with EDP Futsal administration.
- c. The master roster may not exceed 12 players and 2 coaches unless approved by EDP Futsal administration.
- d. Players must be age-appropriate and **can only be rostered on a single team** in any specific age-bracket competition.
- e. Teams may ask to have players play on multiple teams in an emergency situation. The Tournament Committee must approve the use of the player before the game is played and inform all opponents of the situation.
- f. Each team entered must register online at the designated registration site. Each registered team must have a name consisting of two parts: a club name (which can either be an existing soccer club name or a newly-chosen name strictly limited to Futsal participation) and a team name which shall be unique to that club both in the entered team's age group and across all age groups.

3. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to **FIFA Futsal Laws of the Game**. Jewelry shall **NOT** be worn under any circumstances.
- b. Shirt, shorts, socks, and shin guards and shoes are mandatory. Permitted footwear is canvas or soft-leather training or gymnastic shoes with rubber soles or a similar material.
- c. The player's numbers must coincide with numbers shown on the roster. Duplicate player numbers are not permitted.
- d. In the event that team colors are similar, the home team will change colors. The home team is listed on the game card given to the referee. If the home team is not able to change colors, the away team will be asked to.
- e. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline or designated spectator area.
- f. Each team is required to show up no later than fifteen minutes prior to their scheduled match. The team shall check in with the appropriate onsite official.

4. Substitutions

- a. Substitutions are made “on the fly” and may occur at any time during the match. Players must enter & exit pitch via their own substitution zone.
- b. The player exiting must be completely off the field before the substitute may enter the pitch.
- c. The player & substitute must exchange a practice bib before the substitute enters the pitch.
- d. Any infraction of the substitution process may result in a yellow card given to the offending player(s) at the referee’s discretion.

5. Game Duration, Ball Size & Time Outs

- a. Ages U13 & older will use the regulation size 4 Futsal ball; ages U12 & younger will use size 3.
- b. Game lengths shall be between 30 minutes
- c. The time is kept by the referee.
- d. Teams switch sides & benches at the end of the half. There is a one minute halftime.
- e. Each team is allowed a thirty second time out per half. (clock stops) No timeout is permitted within the last two minutes of either half.
- f. Due to time constraints, time out rules may be modified. “Running time” during the team time out may be implemented.
- g. Additional time is allowed to take both a Direct Free Kick as well as an Indirect Free Kick at the end of each half of play.

6. Rules to Determine Advancement

Flight and group winners are determined using the following rules:

- a. Most Game Points. Teams are awarded three points for a win, one point for a tie and no points for a loss.
- b. In the event of a tie, the following criteria shall apply:
 - Head to Head Competition. (Does not apply in a three-way or greater tie)
 - Largest Goal Differential (i.e., Goals Scored minus Goals Allowed) up to a maximum differential of plus-eight goals or minus-eight goals per game.
 - Goals scored with a maximum of eight (8) per game.
 - Fewest goals allowed. (No limit of goals against)
 - Kicks from the Penalty Mark using modified **FIFA Futsal Laws of the Game**. The initial round of three alternating kicks per team, followed by single alternating kicks if still tied.
- c. Playoff games ending in a tie will proceed directly to Kicks from the Penalty Mark. (6-yards)
- d. For age groups with 10 or 12 teams, semi-final playoff matchups will be determined by seed. Winners of each group will be seeded by points earned in group play. Standard tie-breakers apply if a tie occurs. The team that qualifies as the wildcard (best 2nd place team) will automatically be given the 4th seed. Teams will be reseeded to schedule the lowest seeds against the highest seed they did not play during group play.

7. Forfeits

- a. No grace period will be allowed from scheduled kickoff time unless determined by Tournament Committee
- b. Teams must be present and ready to play at the scheduled time or forfeit the game.
- c. A minimum of three players constitutes a team.
- d. A forfeit will be recorded as a five to zero result.
- e. Should a team withdraw from the competition after it has played some, but not all, group games, the Tournament Committee may, at its sole discretion, deem all group games scheduled for that team as forfeits, to maintain competitive fairness.
- f. In no case shall a team that forfeits qualify for any playoff rounds or championships.
- g. Abandoned games will be reviewed on a case-by-case basis by the tournament committee.

8. Additional Rules of the Game

- a. Following each game, coaches are required to report to the timekeeper or lead game official and sign the official Gamecard to ensure the score is correctly reported if necessary.
- b. In the event of a scorekeeping error, teams must challenge the scoring error with the EDP Staff

- member. At that point, referees will be consulted to justify a correction of the score.
- c. Coaches, players, and spectators are required to conduct themselves within the Laws of the Game. Note: Coaches and bench players must be seated during play.
 - d. All disciplinary measures imposed by the tournament shall be limited to participation in the tournament.
 - e. Players, coaches or team officials ejected from a game shall be suspended for at least one additional game.
 - f. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.

9. General Information

- a. Under no circumstances will the Tournament Committee or staff be responsible for any part of any expenses, including tournament fee, incurred by any team due to, but not limited to, part or whole cancellation of this tournament.
- b. The Tournament Committee reserves the right to decide on any/all matters, and its interpretation of these rules shall be final. No protests will be entertained.
- c. All teams should shake hands at the end of each game as a gesture of friendship and sportsmanship.

10. Point of Emphasis

- a. Substitutions are on the fly and may occur at any time during the match. Players must use the substitution zone to leave and enter the pitch. The player must come off-pitch completely, and exchange bib with the substitute before the substitute can enter the pitch and become a player.
- b. For U12 & younger age groups only, from within the penalty area, the goalkeeper may not distribute the ball in the air past the halfway line. When this infraction occurs, the restart will be an indirect free kick for the opponent anywhere on the halfway line.
- c. No deliberate heading of the ball for ages U11 & younger
 - Follow EDP Heading Policy for restarts