

NJYS Futsal Championships Rules

[FUTSAL - Laws of the Game - FIFA Digital Assets Hub](#)

The games will be governed per the FIFA Futsal Laws of the Game except for the NJYS Futsal Championships Modifications as follows:

Law 7 - The Duration of the Match:

Games are 25 minutes straight > running clock.

Time outs will be awarded only when the team in possession has kick-in, corner kick, goal clearance or kick-off. A time out request must be submitted to the referee before the ball goes out-of-play.

Time outs are 30 seconds only (Running Clock). No time outs are permitted within the last two minutes.

If a free kick (direct or indirect) must be taken or retaken, the game in question may be extended until the kick has been taken.

Law 10 - Determining the Outcome of a Match:

Group play games can end in a tie. Only Semi-Finals and Finals require a winner, if tied at the end of regulation play – proceed to Futsal Kicks from the Penalty Mark.

Law 12 - Fouls and Misconduct:

Goalkeeper Distribution:

- During live play from within his/her own penalty area, the goalkeeper may not throw the ball directly into the opponent's penalty area unless it touches the ground prior to entering the penalty area.
- The restart for this offence will be an indirect free kick awarded to the opposing team from anywhere on their penalty area line.

No punting or drop kicks are permitted. The restart for this offence will be an indirect free kick awarded to the opposing team from anywhere on the halfway line.

Law 16 - The Goal Clearance:

- The goalkeeper may not throw the ball directly into the opponent's penalty area unless it touches the ground prior to entering the penalty area.
- The restart for this offence will be an indirect free kick awarded to the opposing team from anywhere on their penalty area line.

Point of Emphasis

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 a bib with the substitute before the substitute can enter the pitch and become a player.

No deliberate heading of the ball for ages U11 & younger

- Follow the EDP Soccer Heading Policy for restarts.

NJYS Futsal Championships Rules - TieBreakers

Tiebreakers listed below will be considered in descending order only. Once a tiebreaker fails to determine a result, the next tiebreaker is considered. A previous tiebreaker will no longer factor in any further tiebreaker considerations.

A. In the event of a tie between two teams, and two teams only, head-to-head results determine placement, followed by regular tiebreakers (B-E). If there is a tie among three or more teams, the head-to-head multi tiebreaker takes the best win-loss-tied percentage in games between the tied teams.

Two Team Scenario: Team A and Team B are tied on points, Team A won in group stage; Team A will advance to the final

Multi Team Scenario: Team A, Team B, and Team C are tied on points, Team A beat Team B and Team C in group, Team A will advance to the final

B. In the further event of a tie, goal differential (GD) determines placement, with up to plus-8 or minus-8 units awarded per game. If there is a tie among three or more teams on standings points, and then again among some, but not all, of those teams on goal differential, teams will advance based on a goals differential standings table.

GD Max Scenario:

| Team A | GD | Team B | GD |
|---------------|-----------|---------------|------------|
| 1 - 1 | 0 | 1 - 1 | 0 |
| 9 - 0 | +8 | 10 - 0 | +8 |
| 1 - 0 | +1 | 2 - 0 | +2 |
| Net GD | +9 | Net GD | +10 |

Team B will advance with a +10 GD because Team A reached its maximum GD in their second match and had a lower GD in their third match.

C. In the further event of a tie, accumulated goals scored or goals for (GF) determines placement, with a limit of 8 goals scored per game. If there is a tie among three or more teams on standings points and on goal differential, and then again among some, but not all, of those teams on goals scored, teams will advance based on a goals scored standings table.

GF Max Scenario:

| Team A | GF | Team B | GF |
|---------------|-----------|---------------|-----------|
| 1 - 1 | 1 | 1 - 1 | 1 |
| 9 - 0 | 8 | 10 - 0 | 8 |
| 1 - 0 | 1 | 2 - 0 | 2 |
| Net GD | 10 | Net GD | 11 |

Team B will advance with 11 Goals For because Team A reached its maximum GF in their second match and had a lower GF in their third match.

D. In the further event of a tie, accumulated goals allowed (GA) determines placement. If there is a tie among three or more teams on standings points and on goal differential and on goals scored, and then again among some but not all of those teams on goals allowed, teams will advance based on a goals allowed standings table.

E. Finally, teams will conduct a Kicks from the Penalty Mark Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.

- i. Each team will designate 7 players to take shots, including one goalkeeper.
- ii. As necessary, shootouts may be assigned to a designated goal/field location, different from where the game was played on, for tournament schedule purposes.