

Jersey Elite Futsal League Competition Notes

Last updated December 2019



BERLIN (Sundays)

Two courts (blue and yellow) are at the Berlin Community Center, 250 South Franklin Avenue, Berlin, NJ 08009.

Two courts are located at Peak Skills, 1039 Industrial Drive, West Berlin, NJ 08091.

The fifth court is at the Eisenhower Middle School, 235 Grove Avenue, West Berlin, NJ 08091.

Make sure your GPS finds the South Franklin in Berlin Boro (there are multiple Franklins in the Berlin area).

GLASSBORO (Saturdays and Sundays)

Three courts are at Maximum Sports Complex, 240-242 Delsea Drive South, Glassboro, NJ 08028 – one mile south of High Street/Route 322 near intersection with Earl Street.

MOUNT LAUREL (Saturdays and Sundays)

Two courts are located at the Sports Club, 14 Federal Street, Mount Laurel, NJ 08054 (this is the Federal Street on the EAST side of I-295 off of Oregon Avenue).

TOMS RIVER (Sundays)

Two courts are located at the St. Barbara Greek Orthodox Church Parish Athletic Center, 2200 Church Road, Toms River, NJ 08753. The church is located across from the north entrance to Ocean County College.

BURLINGTON (Saturdays)

Two courts are located at the Life Center Academy, 2045 Columbus Road, Burlington, NJ 08016. The gym is located around the back of the church.

MAYS LANDING (Saturdays and Sundays)

One Court is located at Holy Spirit High School, 500 S New Road, Absecon, NJ 08201.

The following additional lines “should” be in place with painter’s tape:

- The Penalty Area will end at the foul line, so two pieces of tape will extend the foul line to the edges of the three-point arc, truncating the 3-point area with the foul line (extended) designating the top of the Penalty Area. (Note that existing lines can serve the same purpose, tape will not be needed.)
- Each half will have a substitution zones that “should” be marked with two pieces of tape crossing the touch line. The first is fifteen feet from the half line, the second is fifteen feet further towards the goal line. NOTE: If there is some natural line perpendicular at the touchline within a couple feet of any of these locations, please use that line if it is easier.
- The Penalty Mark may be on the floor in the center of the foul line. If not, use the center of the foul line.
- The Second Penalty Mark will be at the volleyball front court line if one exists, or else walk off four yards from the foul line.
- Use the volleyball court lines if they exist to set defender distance for kick-offs and for determining obvious encroachment on kick-ins.

Competition Rules and Referee Guidance:

- Two fifteen minute halves with a two minute halftime.
 - We do NOT switch halves or benches.

- At the end of the first half, the timekeeper, or the referee if one is not present, shall set the time to seventeen minutes (two-minute halftime break). The half will start as soon as players are ready and the referee whistles. The clock will be running and the second half may have less or more time depending on how quickly players return to the pitch.
- Call teams back after one minute of halftime.
- The games MUST stay on schedule, so first half clock starts at the game time and the second half starts seventeen minutes later, regardless of when whistle blows. **It is essential that this procedure is followed to keep games on schedule.**
- The best way to manage kick-offs is to pick one end of the building to be the first half direction and the other to be the second half direction, and then just stay with that pattern all day (i.e. first half kicks to the scoreboard, second half kicks away from scoreboard).
- You do not need to check in passes/rosters. You MUST make sure players are properly and safely equipped.
- **There is no time for warm ups between games. Clear the court, have teams sit on whichever bench they reach, get them on the court, and kick-off in the agreed upon direction.**
- Each team may call a time out in each half. The clock does NOT stop. The time out is THIRTY seconds only. The clock is running.
- **In the JEFL, kickoffs can be in any directions (as in the 2019 soccer Laws of the Game).**
- **Referees will enforce no deliberate heading for U11 and under divisions. Coaches will be responsible for restricting heading for players under eleven years playing in older division.**
- **For U10 and under divisions, the halfway line is the Build-Out Line. The four-second count does not begin until opponents retreat behind it when the Goalkeeper has ball in hand for clearance or save. However, they may advance as soon as the ball is released from the hand of the GK.**
- **In the JEFL, we will call a tight match and Caution or Dismiss players whose challenges knock players down and/or cause injury. Referees are not to be swayed by appeals of “Let them play!”**
- **Per the LOTG, player bibs (or something) must be exchanged during substitution process.** Enforce the procedure with an award of IFK but do not Caution.
- **There is no restriction on Goalkeeper second possession (Law 12 IFK offenses); unlimited touches.**
- When U10 and younger players commit a technical offense (e.g. 4-second violation, improper kick-in, or improper substitution) enforce the penalty (call the offense) but explain to the player what they need to do next time (**no Do-overs**). For older players, call the offense and explain if asked.
- We enforce LOTG distances expressed in meters as if they were expressed in yards.
- In JEFL a slide tackle (other than by the goalkeeper within his or her Penalty Area) that does not contact an opponent is a Playing in a Dangerous Manner offense.
- A Goalkeeper may throw the ball directly into the opponent’s penalty area.
- THE JEFL allows a goalkeeper change from the bench at a stoppage **for the team with the restart** if previously requested by coach; **NOT AFTER A SAVE! Otherwise, GK is subbed on the fly per Laws.**
- If a player commits against a teammate what would otherwise be a DFK foul against an opponent, this is an IFK offense similar to Playing in a Dangerous Manner.
- In the JEFL time is extended at the end of the half for any Penalty, Direct or Indirect Free Kick (but NOT a Corner Kick or a Kick-in). Time is up when the ball has been saved, controlled by the defense, goes out of play or is touched by any teammate of the player taking the kick. (This competition rule exists because

the JEFL does not stop the clock on a foul as would occur in a competition with a stopped clock. We do not want to reward a team tactic for fouling with only a few seconds left.)

- A kick-in that starts with the ball extending on or over the touchline or pitch is in play as soon as it is kicked. If it immediately goes out of play it is a turnover to the other team.
- A kick-in where the ball is pushed by the player's foot and is rolling but still off the court when kicked again shall be retaken, with a continuation of the four-second count.
- A kick-in where the ball is pushed by the player's foot and is rolling on or onto the court is in play. If the same player kicks it again it is a second-touch violation resulting in an Indirect Free Kick for the opponents. (This happens more than you think when players get lazy about controlling the ball. Please be sure to identify that it is a second touch violation and not a moving when kicked violation.)
- On a goal clearance, if the goalkeeper holds the ball outside the Penalty Area before releasing it, **the clearance has not been properly taken. It is NOT handling.** It is NOT a free kick for the opponents. It shall be retaken subject to the continuation of the four second count.
- All other FIFA Futsal Laws of the Game apply (see "instructional refereeing" below).
- **Contact fouls occur when a player extends arms, legs or head beyond their normal body frame to make contact with an opponent. This also includes what would otherwise be fair charges in soccer. This does NOT include a player using skill to get between opponent and ball with some light contact with torso.**
- For safety, call contact fouls early and as often as necessary to get players to change behavior. Consider using "playing in a dangerous manner" more when contact was "almost" made. This includes players sticking legs into path of opponent (although "attempts to trip" is a DFK foul, PIADM avoid an accumulated foul) or when a player rushes the GK to intimidate. Remember a fair soccer shoulder charge is a foul in JEFL futsal. If a player initiates contact rather than playing the ball, call the foul.
- **4-second and substitution violations will be enforced; no "re-takes".**
- Make sure you get FIVE YARDS on corner kicks, free kicks and kick-ins. This is essential. If a player encroaches and you stop play, move them back five yards to send the message early.
- The timekeeper/scorekeeper will keep the clock. The referee is still responsible for foul count (and to back up timekeeping). Discuss how you will communicate with timekeeper.

Instructional Refereeing

The leagues will have a mix of both general soccer skill levels and specific futsal experience. For some teams and coaches, this will be their first experience with futsal, while others may already be playing at an elite level. We will take every opportunity to educate players and coaches, especially in the first few weeks. Here are some general guidelines, and also use Law 18 liberally.

- **Encroachment:** It is ABSOLUTELY essential that you do not permit encroachment on kick-offs (ten feet) and kick-ins/free kicks/corner kicks (five yards). If an opponent is three yards out but does not interfere, allow play to continue but tell the player to back up next time. If the opponents are any closer, stop the restart, get the distance, and restart the 4-second count. Crafty teams will take advantage of a lax referee to shut down an opponent by encroaching to two or three yards. Please make sure they don't!
- **Kick-ins:** Ball needs to have been placed stationary, at the proper location, on the touchline or off it no more than a ball diameter, and plant foot not completely on the court. If any of these are not followed, it is a turnover. A ball that is kicked while on the touchline and goes out is a turnover.
- **Four-second violations (including GK possession):** use the proper mechanic (raised-arm finger count). If you get to four seconds, blow the whistle, explain the infraction, and turn the ball over to opponents.

- **Substitution violations:** use your voice if play is dynamic. If the ball is out of play at about the same time, have the players repeat the substitution properly (exiting player back on the court, substitute waits till they **can exchange pinnie** and then enters). Having it redone is a great teaching tool. If players interfere with play, award an IFK to the opponent (but make the players redo the substitution properly).
- **Differences between Soccer and Futsal “Careless”:** call the foul but explain why they cannot do that in futsal for all to hear (“that’s a good charge in soccer, but it’s a foul in futsal”, or, “we don’t rush the GK in futsal so no one gets hurt”). **We need to eliminate play that knocks players down.**
- **Misconduct:** Talk to players who commit strong fouls and help them understand how it is not safe in futsal to play that way. Ask a coach to substitute a player who may need to calm down. If absolutely necessary, use cards, but the league asks that you try to manage the game with your personality.
- **Free Kicks:** A team can take a free kick quickly (unless it is a fifth or greater accumulated foul) or unless the referee has held up play. New players may expect free kicks to be ceremonial. Whether they do or don’t make sure opponents are not standing ten feet away delaying the restart.

It is VERY important that you DO NOT IGNORE violations. Instead, stop, correct and redo. If you ignore the violation the player has not learned and you will create problems for other referees who officiate that team in the future. Coaches that object to this procedure will be brought to the attention of the league.

The league has instituted a zero tolerance policy for in-game referee criticism from coaches. Any such behavior will be reported to and addressed by the league. Referees are expected to use their game management skills however to minimize altercations. If there is an issue that cannot be resolved between coach and referee, either ignore it or **seek help from a league representative**. Where coaches have a legitimate beef (referee had a brain cramp), the referee should apologize and strive to not make the mistake again. That is all!

One Referee Challenges

Futsal is designed to be refereed by two referees. At the highest levels, two additional assistants are located at the bench to handle score and foul recording, timekeeping, and substitutions.

There are challenges to working a futsal match alone at any level, but for the oldest, fastest teams, referees will have their work cut out. For older teams, they will need to focus on foul play and less on who kicked the ball out. Game flow will suffer. While they need to come onto court to see areas, they need to stay out of the way of counter-attacks. Referees will hold up restarts as necessary to properly record fouls/scores.

With only one referee, they WILL MISS restart calls and will also miss fouls. During a match, coaches must just accept this. The referee should adjust positioning based upon feedback received in the match, but there should be no prolonged complaining by coaches about missed calls. It is the cost of using only one referee. Even with two, three or four referees on a futsal match, calls can still be missed. Irresponsible behavior is never justified.

League Contact:
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