



National Team Coefficient Ranking - Futsal

Technical explanation (April 2013)

1. Cornerstones and principles

1.1. Matches taken into consideration

All national A-team matches played in EDSO European Football Championship and ICSD World Cup qualifying competitions (including play-off matches) and final tournaments are taken into consideration. Friendly matches do not count.

1.2. Reference period

An entire tournament (qualifying competition plus final tournament) is referred to in this document as a cycle. Except referred together from European and World Championships as one cycle. If reference is made only to the most recent qualifying competition this is defined as a half cycle. For the calculation of the national team coefficient to be used for the qualifying draw or the final draw, two and a half cycles are taken into account, i.e. the last three qualifying competitions and the last three final tournaments.

1.2.1 Qualifying draw

For the calculation of the national team coefficient to be used for the qualifying draw for the 2014 EDSO European Football Championship, the following competitions are taken into consideration:

- a) ICSD World Cup 2007 final tournament (less recent cycle)
- b) EDSO Football Championship 2010 – final tournament (latest cycle)
- c) ICSD World Cup 2011 final tournament (half cycle)

1.2.2 Final draw

For the calculation of the national team coefficient to be used for the final draw for the 2014 EDSO European Football Championship, the following competitions are taken into consideration:

- a) EDSO European Football Championship 2010 - final tournament (less recent cycle)
- b) ICSD World Cup 2011 final tournament (most recent cycle)
- c) EDSO European Football Championship 2014 - qualifying competition (half cycle)

1.3. Match points

Points are awarded for each match played in the qualifying competition and final tournament. For each match, points are awarded as follows:

- a) 10,000 points are awarded to each national team irrespective of the result.
- b) A win is worth 30,000 points and a draw 10,000 points.
- c) For each goal scored, 501 points are added, and for each goal conceded, 500 points are deducted. This rule also applies to any goals scored during extra time.
- d) If a match ends with a penalty shoot-out, both teams are awarded 10,000 points (as for a draw). In addition, the winning team is awarded an extra 10,000 points. The goals scored in the penalty shoot-out do not count.

Example: Team A defeats Team B 4-1

| | Team A | Team B |
|----------------------------------|---------------|--------------|
| + 10,000 points for each match | 10,000 | 10,000 |
| + 30,000 points for a win | 30,000 | 0 |
| + 501 points for a goal scored | 4x 501 | 1x 501 |
| - 500 points for a goal conceded | 1x (-500) | 4x (-500) |
| Total match points | 41,504 | 8,501 |

1.4. Bonus points

To acknowledge the different levels of difficulty encountered in different stages of a competition and to give it a weighting in the calculation, bonus points as indicated in the table below are awarded to teams for any match in the qualifying competition play-offs and in the final tournaments. Bonuses are guaranteed and do not depend on the result of the respective match.

| | Playoffs | Group Stage | Last 16 | Quarter -final | Semifinal | 3rd place match | Final |
|--------------------------------|----------|-------------|---------|----------------|-----------|-----------------|--------|
| European Football Championship | 6,000 | 9,000 | 0 | 18,000 | 28,000 | 18,000 | 38,000 |
| World Cup and Deaflympic | 6,000 | 6,000 | 9,000 | 18,000 | 28,000 | 18,000 | 38,000 |

1.5. Cycle calculation

For each individual national team, the points obtained in all official matches during a given cycle (or half cycle) are added together and divided by the number of matches played during such period. The result, rounded to the nearest whole number, is the coefficient of the cycle (or half cycle).

For teams that do not qualify for a final tournament, only results of matches played in the qualifying competition are taken into account to calculate the coefficient of the cycle.

1.6. Weighting factor

More recent results are given greater consideration. The coefficient of the half cycle counts twice (weighting factor 2), the coefficient of the most recent cycle also counts twice (weighting factor 2) and the coefficient of the less recent cycle counts once (weighting factor 1).

2. Calculation method for compiling the rankings

The coefficients of the relevant two and a half cycles are each multiplied by their respective weighting factor, added up and divided by five (corresponding to the sum of the weighting factors). The result, rounded to the nearest whole number, is the overall coefficient of the national team, which is used to compile the rankings.

3. Particular cases

a) For associations that have not participated in certain cycles in the relevant reference period, only cycles (and/or the half cycle) in which they were involved are taken into account with their respective weighting factor. The final result is divided by the sum of the weighting factors of the cycles (and/or the half cycle) concerned.

b) In the case of an association that hosted a EDSO European Football Championship or ICSD World Cup final tournament during one of the last two full cycles and therefore has no points from the tournament qualifying competition, the points earned in the qualifying competition in the previous cycle are used (e.g. if an association hosted a EDSO European Football Championship final round and therefore has no points from the corresponding qualifying competition, the points earned in the qualifying competition of the preceding ICSD World Cup are used).

c) In the case of an association hosting the next final tournament (either EDSO European Football Championship or ICSD World Cup), which will therefore not have participated in the last qualifying competition (i.e. the qualifying competition preceding the draw for which the rankings are used), the coefficient will be based solely on the last two cycles with their respective weighting factors.