

UniSport Australia Supplement

Squad Sizes

Sport		Minimum squad size	Maximum squad size
3x3 Basketball		4	4
Athletics	Individual	1	No limit
	Relays	-	1 team per relay
AFL 9s		12	15
Badminton	Teams	4	6
Baseball		12	18
Basketball		8	12
Beach Volleyball	Pairs	2	2
	Fours	4	6
Cheer and Dance		See competition guidelines	
Cycling		1	No limit [^]
Distance Running		1	No limit
Fencing		1	64 (32 men, 32 women; max 8 per category)
Football		14	19
Futsal		7	13
Golf	M team	3	6
	W team	2	6
	Individual	1	No limit [^]
Handball		9	13
Hockey		14	18
Judo	M team	3	5
	W team	2	3
	Individual	1	No limit [^]
Kendo	Teams	3	5 (+2 reserves)

Sport		Minimum squad size	Maximum squad size
	Individuals	1	No limit [^]
Lacrosse 5s		6	10
Lawn Bowls		5	8
Netball		10	14
Oztag		12	16
Rowing	-		Up to 2 crews or scullers in each event
Rugby 7s		10	14
Rugby League 9s		12	16
Sailing		6	8
Snow Sports	Individual	1	No limit
	XC Relay	-	3 teams per relay
Squash	Mixed Teams	3 (2M, 1F)	5 (3M, 2F)
Surfing	Individual	1	Competition sizes will be capped. See competition guidelines
	Teams	3	4
Swimming	Individual	1	No limit [^]
	Relays	-	1 team per relay
T20 Cricket		12	17
Table Tennis	Teams	4	6
Taekwondo		1	4 per discipline and division
Tennis		4	6
Tenpin Bowling	Singles	1	No limit [^]
	Doubles	2	No limit [^]
	Teams	6	6
Touch Football		10	14
Triathlon		1	No limit
Ultimate		10	20

Sport	Minimum squad size	Maximum squad size
Volleyball	7	12
Water Polo	10	13
Other – Indigenous Nationals	10	16

Notes

Each team may cross register a maximum number of three players within their maximum squad size unless otherwise outlined in sport specific rules. See UniSport *Cross Registration* guideline for more information.

* where singles competitions are offered, participants **DO NOT** have to be part of a team to enter. Please note, these singles tournaments will not be contested for a pennant. Gold, Silver and Bronze medals will be awarded to the relevant placegetters.

^ The maximum competition size for an individual or singles competition may be limited (dependent upon venue and time availability).

