

UniSport Australia Guideline

Futsal

Men and Women

UniSport Australia (UniSport) Futsal competitions are conducted in accordance with the Fédération Internationale de Football Association (FIFA) [Futsal Laws of the Game 2025-26](#), except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport Guideline *Breach of Competition Requirements* for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 7
- Maximum registered players – 13
- Maximum cross registrations – 3
- Minimum number of players that can take the court without incurring a forfeit – 3

2. Competition format

2.1. Substitutions/interchange

- a) Teams may make unlimited interchanges during each match.
- b) Only the players in the nominated squad, plus up to a maximum of three team officials, will be permitted to be within the technical area.

2.2. Game duration

- a) All matches will be two x 20 minutes with two minutes for half time.
- b) The clock will not be stopped when the ball is out of play, other than for serious injuries as determined by the referees, and time-outs.
- c) The stadium game clock will not be used for the final two minutes of each half, with the referees to manage the timing to the end of the half.

2.3. Pool points scoring

Points for each match shall be awarded as follows:

- a) Winning team: 3 points
- b) Drawn match: 2 points per team
- c) Losing team: 1 point
- d) Forfeited team: 0 points

2.4. Pool tiebreakers

In the event that two or more teams finish equal on points at the conclusion of the pool stage, the following criteria will be used to separate the teams:

- a) Highest goal difference
- b) Highest number of goals scored
- c) Head to head result(s) between the teams concerned
- d) Coin toss

2.5. Drawn matches

- a) If pool matches are drawn at full time, both teams will be awarded two points as per section 2.3.
- b) If scores are level at the end of normal time in progression or placing matches, two extra periods of three minutes duration shall be played.
- c) If scores are still level after extra time, kicks from the penalty mark as outlined in the [Laws of the Game](#) shall take place to determine the winner.

3. Misconduct

3.1. Accumulation of cautions

- a) If a player is cautioned (yellow card) three times during the preliminary pool stage of the competition, they shall be suspended for one (1) match.
- b) If a player is sent off (red card) indirectly (i.e. two yellow cards), then the individual cautions are expunged and do not accumulate as listed in 3.1.a.
- c) If a player receives a caution in a match and is subsequently sent off directly, then the caution shall accumulate as listed in 3.1.a.

- d) After the preliminary pool stage all individual cautions shall be expunged, with the exception that any suspension incurred due to a caution received in the final pool match shall be served in the team's next match.
- e) No further accumulation of cautions shall apply during the progression stage of the competition.

3.2. Send offs

- a) Players sent from the field or team officials removed from the technical area during the current match shall leave the vicinity of the field of play and will not be permitted in the technical area for the remainder of that match.
- b) Players who have been suspended will not be permitted in the technical area or the vicinity of the field of play during the period of their suspension.
- c) Players or team officials who are dismissed whilst the match is under the jurisdiction of the referee shall be suspended by the Competition Manager in accordance with the Table of Offences listed in the Football Australia (FA) [National Disciplinary Regulations \(2025\)](#).
- d) If a player is sent off directly for a second time in the same competition, an additional one (1) match shall be added to their suspension. If a player is sent off directly for a third time in the same competition, an additional two (2) matches shall be added to their suspension, and so on.

4. Team duties

4.1. Team duty requirements for futsal are:

- a) One person from each team competing in the current match will be required to score.

4.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

5. Uniform requirements

5.1. In addition to the requirements outlined by the [FIFA Futsal Laws of the Game \(Law 4\)](#), the following items are required:

- a) Numbers are compulsory on the back of the shirt and optional for the front of the shirt and shorts.

5.2. If the two competing teams are wearing colours that make it difficult to distinguish them from each other, it is the responsibility of the second mentioned team to change. If no alternate colours are available, then it is permissible for the second mentioned team to wear bibs.

6. Forfeits, delays and abandonments

6.1. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.

6.2. The forfeit score is five (5) goals to nil (0).

6.3. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

6.4. In the event of a match being abandoned due to no fault of either team, the UniSport abandonment guideline will be implemented.

Previous amendments

April 2005 | March 2010 | April 2011 | May 2012 | May 2014 | February 2015 | April 2017 | October 2017 | February 2018 | March 2018 | June 2018 | March 2019 | January 2021 | February 2024

*All competitions will be held in accordance with the UniSport competition guidelines.