

Futsal Competition Rules

UniSA Sport social futsal competitions are conducted in accordance with the Fédération Internationale de Football Association (FIFA) [Futsal Laws of the Game](#) except where these differ from UniSA Sport competition guidelines and policies; in which case the latter shall take precedence.

Interpretation of these rules will be at the discretion of the appointed umpires and/or Court Supervisor. These rules work in conjunction with the UniSA Sport Code of Conduct and Social Sport By-Laws. UniSA Sport may waive or modify these rules to suit any circumstances that may arise.

1. Team size

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

2. Competition format

2.1. Substitutions / interchange

2.1.1. Teams may make unlimited interchanges during each match.

2.1.2. Only the players in the nominated squad, plus one team official, will be permitted to be within the technical area.

2.2. Game duration

2.2.1. All matches will be two x 20 minutes with two minutes for half time.

2.2.2. 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.

2.3. Pool points scoring

Points for each match shall be awarded as follows:

- Winning team: 3 points
- Drawn match: 2 points per team
- Losing team: 1 point
- 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:

- Highest goal difference
- Highest number of goals scored
- Head to head result(s) between the teams concerned

- Coin toss

2.5. Drawn matches

2.5.1. If pool matches are drawn at full time, both teams will be awarded two points as per section 2.3.

2.5.2. If scores are level at the end of normal time in progression or medal matches, two extra periods of three minutes duration shall be played.

2.5.3. 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

3.1.1. If a player is cautioned (yellow card) three times during the pool stage of the competition, they shall be suspended for one (1) match.

3.1.2. 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 3.1.1.

3.1.3. If a player receives a caution in a match and is subsequently sent off directly, then the caution shall accumulate as listed in 3.1.1.

3.1.4. After the 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.

3.1.5. No further accumulation of cautions shall apply during the finals of the competition.

3.2. Send offs

3.2.1. Players sent from the field or a team official 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.

3.2.2. 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.

3.2.3. 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 UniSA Sport social sport by-laws.

3.2.4. 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:

- 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. All players are required to wear a team uniform consisting of the same coloured tops.

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, which will be supplied.

6. Forfeits, delays & 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 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), the game shall be played, with a reduced game time.

6.4. In the event of a match being abandoned due to no fault of either team, the game will be declared a draw.