



Match Regulations

Melbourne University Futsal Club

26/01/2026

Melbourne University Futsal Club competitions are conducted in accordance with the Fédération Internationale de Football Association (FIFA) [Futsal Laws of the Game 2024-25](#), except where these differ from MUFC Guidelines, in which case the latter shall take precedence.

1. Squad Size

- 1.1. Teams must consist of a minimum of 5 registered players
- 1.2. Teams must consist of a maximum of 10 registered players
- 1.3. The minimum number of players that an take the court without incurring a forfeit is 3 registered players.
- 1.4. All players must be registered with a team in accordance with the Club's Membership Policy before participating in any matches. Players must complete the required forms and be confirmed as registered by the Competition Coordinator.

2. Competition Format

Eligibility

- 2.1. Friday Night League is run as a gender-open Round-Robin Competition with Preliminary and Final matches.

Substitutions/interchange

- 2.2. **Teams** may make unlimited interchanges during each match.
- 2.3. Only the players in the nominated squad, plus up to a maximum of two (2) team officials will be permitted within the area for interchanges.
- 2.4. The player being substituted does not need to obtain a match officials' permission to leave the pitch.
- 2.5. The substitute only enters the pitch after the player being replaced has left.
- 2.6. The match does not stop for substitutions to be made.
- 2.7. If a team does comply with these substitution rules, it is within the referee's right to award an indirect freekick, 6 metres in front of the infringing team's goal. If the infringement is intentional, it is direct, if it is unintentional, it is indirect. Successive/intentional infringements warrant a yellow card.

Game Duration

- 2.8. All matches will be two (2) x 18-minute halves and a 4-minute break for half-time.



- 2.9. 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.

Round Robin points scoring

- 2.10. Points for each match shall be awarded as follows
- 2.10.1. Winning team: three (3) points
 - 2.10.2. Drawn team: one (1) point
 - 2.10.3. Losing team: zero (0) points
 - 2.10.4. Forfeited team: penalty of one (- 1) points

Round Robin tiebreakers

- 2.11. If 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:
- 2.11.1. Highest goal difference
 - 2.11.2. Highest number of goals scored
 - 2.11.3. Head-to-head result(s) between the teams concerned
 - 2.11.4. Coin toss.

Knockout drawn matches

- 2.12. If pool matches are drawn at full time, both teams will be awarded **one (1)** point as per section **2.10.2**
- 2.13. If scores are level at the end of normal time in progression or placing matches,
- 2.13.1. Gold League matches will have two extra periods of three minutes duration played.
 - 2.13.2. All other Knockout matches (Silver, Bronze, Iron League) will progress to kicks from the penalty mark shall take place to determine the winner.
- 2.14. If scores are still level after extra time, kicks from the penalty mark shall take place to determine the winner.

3. General Match Rules

Kick-off

- 3.1. The player who takes the initial kick cannot touch the ball a second time until it has been touched by another player.
- 3.2. The opponents of the team taking the kick-off must be at least 3m from the ball until it is in play.
- 3.3. A goal cannot be scored directly from a kick-off.

Goals

- 3.4. A goal cannot be scored from an 'in-direct' free kick, as determined by the match official.



- 3.5. A goalkeeper throw that has come from the ball going out of play cannot score a goal by throwing the ball into the opposing goal (it must be touched by another player before the ball crosses the line).
- 3.6. A goal cannot be scored from a side-line kick that has not been touched by another player before the ball crosses the line.

Goalkeeper

- 3.7. The Goalkeeper may not handle the ball outside their goal area (semi-circle). An infringement will result in an indirect free kick being awarded to the opposing team from where the infringement took place.
- 3.8. The Goalkeeper has **5 seconds** to distribute the ball in play. If an infringement occurs, the opposition shall be awarded an indirect free-kick from the sideline, parallel to the edge of the goalkeeper's box; and may be awarded on either side of the field, at the discretion of the match official.
- 3.9. A goal clearance is awarded when the whole of the ball passes over the goal line on the floor or in the air, having last touched a player of the attacking team, and a goal is not scored
- 3.10. Goal Clearances must be taken from inside the semi-circle and must leave the semi-circle before another player touches it.
- 3.11. The goalkeeper may pass to themselves only when they have saved a shot, providing the ball is released inside the semi-circle, and then touches the ground outside the semi-circle before the keeper touches the ball again. Failure to do this will result in the goal throw to be retaken.
- 3.12. The goalkeeper is the only player who may slide in order to save the ball (provided they do not use excessive force and starts their slide inside the box).
- 3.13. The goalkeeper can throw the ball over the half way line on the full.
- 3.14. A goal clearance must be thrown into play, not kicked.
- 3.15. The goalkeeper cannot pick up the ball from an intentional back pass from players of their own team. An infringement will result in an indirect free kick being awarded to the opposing team from the position of the infringement.

Infringements, Indirect Free Kicks, Free Kicks

- 3.16. Free kicks are either direct or indirect.
- 3.17. For both direct and indirect free kicks, the ball shall be stationary when the kick is taken, and the kicker may not touch the ball a second time until it has touched another player.
- 3.18. All opponents must stand at least 3m from the point on the touchline where the kick-in is to be taken.
- 3.19. A goal may only be scored from an **indirect free kick** if another player has touched it.



- 3.20. If the ball is touched by the kicker a second time without having first been touched by another player, the freekick will be reversed from the position of the original infringement.
- 3.21. An indirect free kick will be awarded for any of the following infringements:
- 3.21.1. Playing at the ball while the player is on the ground.
 - 3.21.2. Not playing the ball from where the initial free kick was awarded.
 - 3.21.3. When the ball hits an infringing object, a player from the team that last possessed the ball, or a player from the opposing team of the team that last touched the ball (if the ball is not within definitive control and/or is deemed disruptive) will receive an in-direct free kick from the sideline.
 - 3.21.4. When the referee deems the ball was handled unintentionally.
- 3.22. A goal can be scored from a **direct free kick** without being touched by another player.
- 3.23. It should be noted that there is a 5-second time limit on kick-ins, corner kicks, free kicks, and goalkeeper throws; counted by the match official. An infringement of this will result in the referee awarding the opposing team an indirect free kick from the point at which the infringement occurred.
- 3.24. A direct free kick will be awarded for any of the following infringements:
- 3.24.1. Kicks or attempts to kick a player of the opposing team.
 - 3.24.2. Trip or attempts to trip a player of the opposing team.
 - 3.24.3. Jumps on or throws themselves upon the opposing player.
 - 3.24.4. Charges a player of the opposing team.
 - 3.24.5. A sliding tackle.
 - 3.24.6. Spits on or assaults an opponent.
 - 3.24.7. Holds the opponent or obstructs the player's action with any part of the arm, legs or by holding the uniform.
 - 3.24.8. Pushes an opponent.
 - 3.24.9. Touches, deflects, holds or projects the ball with the hand or arm intentionally, except for the goalkeeper within the limits of the goal area.
 - 3.24.10. Hinders or stops the goalkeeper's free movement within the limits of the goal area.
 - 3.24.11. A goalkeeper using their hands to make a save outside their goal area.
 - 3.24.12. A double footed tackle.
 - 3.24.13. Any tackles from behind that make considerable contact with the opposing player.
 - 3.24.14. A player blocks the way between the ball and an opposing player to stop his normal movement (shepherding) or intentionally obstructs the vision of an opponent to hinder progress of their play.



3.24.15. Time wasting.

Penalty Kicks

- 3.25. A penalty kick will be awarded if a player makes any of the above-mentioned violations within the limits of the goal area, regardless of the position of the ball and as long as it is in play.
- 3.26. Penalties will be taken from the centre of the goalkeeper's boundary (5 metres from the goal line).
- 3.27. The player taking the penalty kick must be clearly identified.
- 3.28. The player taking the penalty kick cannot touch the ball a second time unless it has been touched by another player.
- 3.29. No other players can enter the goalkeeper's circle until the ball has been kicked.
- 3.30. The player taking the penalty kick may take a maximum of two steps when taking the penalty.
- 3.31. The players other than the kicker and goalkeeper must be:
 - 3.31.1. on the pitch;
 - 3.31.2. at least 5m from the penalty mark;
 - 3.31.3. behind the penalty mark;
 - 3.31.4. outside the penalty area.
 - 3.31.5. If the kick taker illegally feints (i.e. stops forward momentum during their run up for the penalty), an indirect free kick to the defending team will be awarded.

Advantage

- 3.32. An advantage may be played at the referee's discretion even though a prior foul may have occurred.
- 3.33. If the referees apply the advantage for an offence for which a caution/sending-off would have been issued had play been stopped, this caution/sending-off must be issued when the ball is next out of play.
- 3.34. The advantage should not be applied in situations involving serious foul play, violent conduct, or a second cautionable offence.

Corner Kicks

- 3.35. The referee will award a corner kick when the whole ball has crossed the goal line having last been played by the defending team.
- 3.36. Corner kicks are direct free kicks.
- 3.37. If the goalkeeper throws the ball directly into their own goal, a corner kick is awarded.

Sideline Kicks



- 3.38. A sideline kick will be awarded as a means to restart play when:
- 3.38.1. The whole ball has crossed the sideline. The kick will be taken by a player of the opposing team to that which last touched the ball.
 - 3.38.2. The ball has been kicked into the ceiling or any other obstacle. The kick will be taken by a player of the opposing team to that which last touched the ball.
- 3.39. A sideline kick is taken by
- 3.39.1. The player who is to kick in the ball will stand behind the sideline at the same point through which the ball left the court.
 - 3.39.2. The ball will be in play from the moment it enters the field of play.
 - 3.39.3. Opposing players must be 3 metres away from kick in.
 - 3.39.4. A goal cannot be scored directly from a sideline kick, unless it has been touched by another player.
 - 3.39.5. If the ball never enters the field of play, the sideline kick must be retaken.
 - 3.39.6. If the player doesn't comply with these procedures, the referee will award a sideline kick to the opposing team.

Match Officials

- 3.40. Each match shall be controlled by a match official, who will have full authority to enforce the Match Regulations in connection with the match to which they have been appointed.
- 3.41. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

4. Misconduct

Yellow Cards

- 4.1. A yellow card will serve as a warning and be given to a player that deliberately shows a lack of respect for the above rules. Two yellow cards will result in a red card. Three accumulated yellow cards will result in a one match ban. Yellow cards reset at the Final stages.
- 4.2. A player shall be cautioned if they commit any of the following infringements:
- 4.2.1. Unsporting behaviour.
 - 4.2.2. Slide tackling (even without contact).
 - 4.2.3. Dissent by word or action (any condescending language)
 - 4.2.4. Persistent infringement of the Match Regulations.
 - 4.2.5. Delaying the restart of play.



- 4.2.6. Failure to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance.
- 4.2.7. Entering or re-entering the pitch before the on field player has exited the pitch during substitutions.
- 4.2.8. Deliberately leaving the pitch without the referees' permission, in an effort to waste time.
- 4.3. A substitute or team official shall be cautioned if they commit any of the following infringements:
 - 4.3.1. Unsporting behaviour.
 - 4.3.2. Dissent by word or action.
 - 4.3.3. Delaying the restart of play.

Red Cards

- 4.4. A red card will result in an immediate suspension from the game. There may also be a following automatic 1 match suspension, which does not roll over to the next season, at the discretion of the referee. Yellow and red card suspensions will also apply in friendly games. The club may consider further disciplinary action for significant or serious misconduct.
- 4.5. A red card will be issued if a player is guilty of:
 - 4.5.1. Violent conduct or excessively dangerous play.
 - 4.5.2. A slide tackle from behind.
 - 4.5.3. Spitting at an opponent, official or spectator.
 - 4.5.4. Foul and abusive language directed at players and officials.
 - 4.5.5. Throwing or kicking the ball at an official in an aggressive or dangerous manner or threatens to strike or attempts to strike an official.
 - 4.5.6. Deliberately stopping the ball from entering the goal with their hand with the exception of the goalkeeper.
 - 4.5.7. Receiving a second yellow card during the game.

Time Wasting

- 4.6. Time wasting will be cited by the referee and will result in a yellow card and a sideline free kick.
- 4.7. Kicking the ball away from the designated play position after the whistle has gone will result in a yellow card and an indirect free kick to the opposition.

Accumulation of cautions

- 4.8. 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.



- 4.9. 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 4.8.
- 4.10. If a player receives a caution in a match and is subsequently sent off directly, then the caution shall accumulate as listed in 4.8.
- 4.11. 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.
- 4.12. No further accumulation of cautions shall apply during the progression stage of the competition.

Send Offs

- 4.13. 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.
- 4.14. 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.
- 4.15. Players or team officials who are dismissed whilst the match is under the jurisdiction of the referee shall be suspended by the Competition Coordinator
- 4.16. 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.

General Discipline

- 4.17. Any abuse or gross misconduct directed at referees or other players will result in exclusion from the game and possible suspension of the team from the competition.
- 4.18. Any team expelled from the competition due to abuse or gross misconduct forfeits any registration fees already paid to the Melbourne University Futsal Club.
- 4.19. Player and Officials must follow club codes of behaviour at all times.
- 4.20. Players and Officials remain subject to additional Disciplinary Action in accordance with the Club, and/or the University's Disciplinary Policies and Procedures, and/or Football Victoria's Grievance, Disciplinary, and Tribunal By-Law 11



5. Uniforms

- 5.1. Uniforms are not a requirement for the Club Social Competitions. Teams are still encouraged to have uniforms.
- 5.2. Teams without uniforms, or where uniform clashes exists, will be required to wear bibs provided by the Clubs.
- 5.3. Teams must support ensuring that individual players are identifiable to the match official. This can be through having numbered uniforms, or by identifying individuals on the teams playing list.
- 5.4. Teams who fail to make players identifiable to the match official upon request are subject to disciplinary procedures, against the team not just the individual.
- 5.5. Football Boots or Cleats that damage the surface must not be worn. Futsal Shoes, Runners, Turf boots are all acceptable.

6. Forfeit, 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. For each three-minute period that a team is late, a goal will be awarded to the opposing team until 10 minutes have accrued.
- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the match official or competition coordinator), the game shall be played in its full duration if possible. If the full game duration is not possible, the match official will provide the recommended game duration.
- 6.5. In the event of a match being abandoned due to no fault of either team, the Competition Coordinator will make a determination. This can include, but is not limited to, rescheduling the match for a future week, or declaring the match a draw.
- 6.6. Continued forfeits, delays by a team may result in removal from the competition, as determined by the Competition Coordinator. Any team expelled from the competition as a result of lateness forfeits any registration fees already paid to the Melbourne University Futsal Club.