



FOOTBALL
NSW

2026 Football NSW JDL Futsal CUP



Table of Contents

Overview	3
Competition Format	4
Entry Form	4
Withdrawals	4
Forfeits.....	4
Late Arrival & Forfeits	5
Tournament Eligibility & Regulations	5
Age Eligibility	5
Draw Availability	6
Player Equipment	6
Jewellery and Glasses	6
Duration of Match	6
Competition System	7
Quarters/Semi/Final Qualifications	7
Extra Time.....	7
Determining the Winner by Penalty Kicks	7
The Bench	8
Disciplinary Cards.....	8
Match Fixing	8
JDL Futsal Cup - Basic FIFA Futsal Laws of the Game.....	8
Substitutions.....	8
Kick In.....	9
The Four Second Rule	9
The Five Metre Rule.....	9
Goalkeepers.....	9
Back Passes (Two Touch).....	9
Red Cards	9
Accumulated Fouls.....	10

Overview

Football NSW is pleased to announce the 2026 Edition of the Football NSW JDL Futsal Cup to be hosted on July 15th & 16th – during the school holidays.

April 2026 Tournament Details

- Dates: Tuesday 14th and Wednesday 15th April, 2026
- Age Groups:
 - Day 1 – **u11s Mixed & u12s Girls**
 - Day 2 – **u12s Mixed & u13s Girls**
- Location: Blacktown Leisure Centre Stanhope (Stanhope Pkwy &, Sentry Dr, Stanhope Gardens NSW 2768)
- Time: Day 1 (14th) 8:00am – 4pm; Day 2 (15th) 8:00am – 4pm
- Format: 5 vs 5 Futsal format
- Games: Minimum 4 games across both days (pending final team numbers)
- Match Officials: Supplied by the tournament organiser
- Cost: \$550 per team (maximum 12 players per team)
- Eligibility: FNSW JDL teams (Mixed or Girls) or equivalent from other Member Federations

July 2026 Tournament Details

- Dates: Wednesday 15th and Thursday 16th July, 2026
 - Age Groups:
 - Day 1 – **U9s Mixed & U10s Girls**
 - Day 2 – **u10 Mixed & U11s Girls**
 - Location: Blacktown Leisure Centre Stanhope (Stanhope Pkwy &, Sentry Dr, Stanhope Gardens NSW 2768)
 - Time: Day 1 (15th) 8:00am – 4pm; Day 2 (16th July) 8:00am – 4pm
 - Format: 5 vs 5 Futsal format
 - Games: Minimum 4 games across both days
 - Match Officials: Supplied by the tournament organiser
 - Cost: \$550 per team (maximum 12 players per team)
 - Eligibility: FNSW JDL teams (Mixed or Girls) or equivalent from other Member Federations
-
- Registration: Opening soon, entries will be accepted until event capacity is reached.

Competition Format

All JDL Clubs are eligible to enter one (1) or more teams per age group. The team may only comprise players that are currently registered to your club.

If insufficient teams are nominated in anyone-age division, then teams nominated shall have the option of being grouped with the next compatible division.

It is anticipated that the competition will commence at 8:00am daily and be completed by 4.00pm. However, this is just an estimate, and clubs will be provided with exact details after their respective registrations close.

Entry Form

The JDL Futsal Cup online entry link can be found through our Google Form – [FNSW – 2026 JDL Futsal Cup – Team Entry Form](#)

LATE ENTRIES MAY NOT BE ACCEPTED.

Entry fee for all categories is **\$550.00 per team (GST incl)**

The invoice for payment will be sent via nominated email after the competition.

Withdrawals

Any team withdrawing after the closing date of their nominated Championship shall be levied an administrative charge equal to 50% of the entry fee. Any team withdrawing within 48 hours of their selected competition will be charged 100% of the registration fee. Withdrawals MUST be received in writing to either jordang@footballnsw.com.au or ryanf@footballnsw.com.au

PLEASE NOTE: THIS CLAUSE WILL BE ENFORCED. NO EXCUSES WILL BE ACCEPTED. THIS INCLUDES TEACHER STRIKES.

Forfeits

As you would be aware, administrating a sports competition involves extreme organisation. For Football NSW to provide your team with a competition we must book and commit to the payment of pitches, referees, and competition coordinators. These costs do not change if your team fails to show for their game (i.e. forfeit). By registering your team for the competition, you are committing to the games indicated on the draw and the associated

costs. Therefore, if your team forfeits you will be liable for payment of the normal team entry fee.

Late Arrival & Forfeits

If a team is more than 5 minutes late to their scheduled game and we are unable to find a rescheduled timeslot later in the day, the game will be deemed as a forfeit. Where possible FNSW will attempt to reschedule games where a schools' arrivals are impacted by external factors, but that is not guaranteed.

3 points and 3 goals will be awarded to the winning team in a forfeit.

Tournament Eligibility & Regulations

- Teams may comprise of a maximum of twelve (12) players
- All players nominated by their club on the entry form for a team MUST be a current registered player at the club they are representing.
- Age Qualifications - Players must be no older than the age specified by the division they are competing in as per the Age Chart below (overage players will result in a forfeit). E.g., A player who is 14 turning 15 that calendar year, is NOT eligible to play in the Under 14's age group.
- Clubs may enter more than one team in a category; however, players are not permitted to interchange between teams. Players may only compete in one team in each age category in the JDL Futsal Cup.
- Shin pads are compulsory, and long socks must cover the shin pads.

Age Eligibility

If you were born on or after January 1st; for the JDL Futsal Cup 2026, you are eligible to play in:

2017 – u9s

2016 – u10s

2015 – u11s

2014 – u12s

2013 - u13s

Draw Availability

The draw for each age Category, competition Rules & Regulations and simplified Futsal rules will be emailed to the nominated team contact and are available online after the registration closing date.

Please ensure that the correct email address and mobile phone number is supplied in the registration process to allow for direct contact by Football NSW if required.

Please Note: The draw may be subject to change after distribution due to withdrawals or other unforeseen circumstances. All teams should therefore check-in at the main Administration desk before their opening game on the day of the JDL Futsal Cup to determine if an amended draw has been issued.

Player Equipment

Player basic equipment includes shirts, shorts, socks, shinpads and indoor boots/joggers.

Short and Socks the same colour or shade of colour consistent to the team's uniform.

Players are required to wear all items of the basic equipment for each match including shinpads.

Jewellery and Glasses

No jewellery is to be worn at any time during a game. It is up to the discretion of the referee to advise you to remove all jewellery.

Players are permitted to wear sports goggles, sports glasses and sports sunglasses if the glasses pose no danger to the player wearing the glasses or any other player on the court. This is also up to the discretion of the Referee and Football NSW staff to determine that the eyewear is safe or unsafe.

Duration of Match

Duration of the match will vary depending on how many entries Football NSW receive for a particular region.

Each region will be capped at a certain number to ensure all schools get enough playing time.

To maximize playing time there will not be a half time in games, instead matches will be one straight interval.

Teams will be notified of the match duration in the email with the fixtures for the competition.

Competition System

In preliminary rounds, points will be allocated as follows: -

Win - 3 Points

Draw - 1 Point

Loss - 0 Points

Bye - 0 Points

Forfeit - 3 Points and +3 goals to the team receiving the forfeit.

Quarters/Semi/Final Qualifications

After the round games have been completed, the points are tallied.

If there are multiple teams on the same points who have a chance at qualifying for quarters/semis/finals positions will be determined on goal difference (goals FOR, minus goals AGAINST).

If teams have the same goal difference, positions will be determined by the number of goals FOR.

If all the above are the same, positions will be determined on the match result when/if the teams in question played against each other in the round games (head-to-head).

If still no determination can be found, positions will be determined by a penalty shootout.

In the case of determining best 1st, 2nd or 3rd, if all groups have even numbers and equal number of games played - it will be decided by who has the most points. If groups are uneven and some teams have been played less games, we will calculate each teams win percentage (points gained out of points available).

Extra Time

Only in quarterfinals, semis and finals will extra time be played. Extra time will consist of a single 3-minute period of golden goal (first team to score wins).

Determining the Winner by Penalty Kicks

After the three-minute period, should neither team have scored, the game will then proceed to a penalty shootout.

Five alternate kicks from the penalty mark shall be taken to determine the winner.

The shootout may finish before 5 penalty kicks each if it is mathematically not possible for a team to recover and level the goals scored of the opponent.

If scores are level after 5 penalties each, sudden death will occur – which is one kick each team and if one team scores and the other misses the game will be finished.

Substitutes can take a penalty kick in the shootout.

The Bench

The bench must only consist of the players on the team sheet, coaches.

Under no circumstances are other members of the club, family, etc. allowed to be on the bench. They will be asked to leave. If they refuse to vacate the area, the match will be suspended and/or terminated. This is up to the discretion of the referee and Football NSW.

Disciplinary Cards

A red card holds an automatic one match suspension. Football NSW has the authority to increase the suspension dependent on the severity of the offense.

Three (3) yellow cards in the group stage of the same competition for the same player will result in a one (1) match suspension.

Match Fixing

If it is suspected that match fixing is taking place during a game, the referee will abandon the game AND nil points will be awarded to either team.

JDL Futsal Cup - Basic FIFA Futsal Laws of the Game

Substitutions

Up to 10 players can be used in one match (12 for the State Championships).

There is no limit on how long a player must stay on or off the pitch.

You do not need to ask the referee to stop the game to make substitutions. It is running subs, where players must enter and leave the field of play at the same time through the substitution zone (on the sideline in front of the bench).

Kick In

To restart the game after a ball has gone out of play, the ball is kicked back into play from the touchline and from corners.

The ball must be placed stationary on the touchline.

The Four Second Rule

For all restarts of play (kick-ins, free kicks, goal clearances and corner kicks) the player in possession of the ball has 4 seconds to restart play.

The referee will count to 4 and make it visible for the players with their hands.

If play isn't restarted within four seconds, possession is surrendered to the opposing team.

The goalkeeper is not allowed to control the ball for more than 4 seconds in his/her own half.

The Five Metre Rule

Players are required to keep 5m from the player in possession of the ball on free kicks, corners, goal clearances, kick-ins, 10m penalties, and direct penalties.

Goalkeepers

Goalkeepers can come out of the penalty area and players are allowed to go into the penalty area.

A Goal clearance from the goalkeeper must be thrown, but the goalkeeper can use their feet to distribute the ball from open play.

Back Passes (Two Touch)

Once the goalkeeper has played the ball, he/she cannot touch the ball again until it touches the opposition, or the ball goes out of play – in which case the goal keepers back pass will reset.

The goalkeeper is allowed to receive the ball in the opponent's half unlimited times.

Red Cards

If a player receives a red card, that player is sent off and will have to leave the field of play. They are not permitted to play for the rest of the match.

The team with the red card will have to play with 4 players on the court (3 field players and 1 Goalkeeper) for a total of 2 minutes, or until the opposition score a goal. If the opposition score a goal or the 2-minute timer elapses, the team who received the red card can send on a new player to go back to 5 players.

Red cards carry an automatic one (1) game suspension (following the fixture they were sent-off in). It is up to the discretion of Football NSW to upgrade the suspension if the action was deemed serious enough to do so.

Accumulated Fouls

Each DIRECT free kick will result in an accumulated foul, and teams are allowed to accumulate 5 fouls in each half without further punishment. INDIRECT Free-Kicks DO NOT count towards accumulated fouls.

Then on the sixth foul and every foul thereafter, a direct kick from the 10m penalty spot will be awarded to the opposing team. The defending team is not allowed to position any players (other than the goalkeeper) between the ball and the goal. The Goalkeeper must not have to remain on their line for 10m penalties, but they must remain 5m away from the ball.

The kick may be taken from the 10m mark or, if the foul was committed closer to the goal than the 10m mark, then the kick may be taken from the position where the foul took place.

For further information and to view the 2024/25 FIFA Futsal Laws of the Game please visit the below link –

[FIFA Futsal Laws of the Game 2024/25](#)