

FOOTBALL FEDERATION VICTORIA INC.



2008 WINTER SEASON RULES OF COMPETITION

ASHBURTON FUTSAL LEAGUE

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SECTION 1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

1 Application and definitions

- 1.1 These rules shall apply to all levels of Futsal Competition as defined in Section 2 rule 1 and administered under the auspices of FFV.
- 1.2 If any provision of these Rules is held invalid or unenforceable by a Court of competent jurisdiction then the remainder of these Rules and the application thereof shall not be affected thereby and shall continue to be valid and enforceable to the fullest extent permitted by law.
- 1.3 Terms defined in the FFV Constitution, 2008 FFV Registration Regulations or the FFV Grievance Disciplinary and Tribunal By-Law shall have the same meaning in these Rules unless otherwise stated.
- 1.4 Notwithstanding rule 1.3 of this section, in these Rules, unless the context otherwise requires:
- (a) **Club** means a football club which is registered with FFA and complies with 23(1) of the FFV Constitution
 - (b) **Club Affiliation Criteria** means any written criteria published by FFV relating to the affiliation, amalgamation or merger of Clubs including but not limited to these Rules.
 - (c) **Club Associate(s)** means one or more of the following, whether individually or collectively:
 - (i) Club Office Bearers;
 - (ii) Club Officials (coach, team manager, anyone who is officially associated with the Club).
 - (iii) Players of a Club;
 - (iv) Members of a Club;
 - (v) Supporters of a Club;
 - (vi) a Club
 - (d) **Tribunal** means the FFV Tribunal established under the FFV Grievance Disciplinary and Tribunal By-Law.

2 Consequences of breach

- 2.1 In addition to any consequences stated in these Rules any proven breach of or failure to comply with an obligation or requirement set out in these Rules will amount to Misconduct and may be subject to the provisions of the FFV Grievance Disciplinary and Tribunal By-Law.
- 2.2 To avoid doubt where these Rules do not specify the consequences of a breach or failure to comply with these Rules such breach or failure to comply will still amount to Misconduct and may be subject to the provisions of the FFV Grievance Disciplinary and Tribunal By-Law.

3 Insurance

- 3.1 FFV will negotiate and as it sees fit, appoint insurance companies to provide cover for all Club officials and players registered with FFV provided Clubs are incorporated at all times.

- 3.2 All players taking the field of play (or training) must be insured through FFV's Insurer (or as otherwise allowed by FFV). The player's insurance will be collected by FFV at the time of player registration (refer to the Summary of Cover as posted on FFV Website for policy details).
- 3.3 Players who participate in competition fixtures without having their registration details updated relevant to their Club will be deemed ineligible.
- 3.4 The FFV insurance policy will be null and void unless all players participating in futsal are legitimately registered or otherwise eligible to play competition matches.

Insurance of Club Officials

- 3.5 In addition to compulsory player insurance, FFV shall provide through its insurance scheme insurance known as 'Not for Profit Organisation Liability' for their Club officials.

4 Media comment

- 4.1 Clubs and Club Associates must not make derogatory comment(s) to the media about FFV or the performance of match officials. Any such complaints should be made in writing to FFV.
- 4.2 Match officials are prohibited from making any comment to the Media in regard to any fixture of FFV at any time.
- 4.3 A breach of this Rule may result in a fine and further disciplinary action as set out in the FFV Grievance Disciplinary and Tribunal By-Law.

5 Racial and Religious Vilification Code

- 5.1 FFV has endorsed a Racial and Religious Vilification Code for all Clubs and its players (referred to in these Rules as **Racial and Religious Vilification Code**) which forms part of these Rules. The Racial and Religious Vilification Code is displayed on the FFV web site <http://www.footballfedvic.com.au>
- 5.2 Racial and Religious Vilification includes any act, otherwise than in private, which;
 - (a) is reasonably likely, in all circumstances, to offend, insult, humiliate, or intimidate another person or a group of people; and,
 - (b) is done because of the race, colour or national or ethnic origin of the other person or of some or all of the people in the group.
- 5.3 The Racial and Religious Vilification Code requires Clubs to:
 - (a) ensure that players and Club Associates do not engage in Racial and Religious Vilification against any person,
 - (b) continuously educate their players and Club Associates about Racial and Religious Vilification,
 - (c) publish information on the subject of racial and religious vilification to players and Club Associates; and
 - (d) use their best endeavours to ensure that all Club Associates act in a manner which is consistent with the objectives of the Racial and Religious Vilification Code.
 - (e) adopt an action plan, which is contained in the Racial and Religious Vilification Code

- 5.4 Any person wishing to lodge a letter of complaint under the Racial and Religious Vilification Code, must address their correspondence to the Chief Executive Officer of FFV within 7 days after the date of the alleged offence.
- 5.5 A conciliation hearing will then be convened to discuss and resolve the matter.
- 5.6 If conciliation is not achieved, then FFV may lay charges of Misconduct against those alleged to be responsible and refer the matter to the Tribunal.

SECTION 2. COMPETITION STRUCTURE

1 General Information

- 1.1 All FFV fixtures are played under the FIFA Futsal Laws of the Game, unless otherwise specified in these FFV Rules of Competition.

2 Ashburton Futsal League

- 2.1 The competition shall consist of teams of registered FFV Futsal players from the Ashburton United Soccer Club.
- 2.2 Players eligible to participate in the competition must be born on or before the 1st January 1992.
- 2.3 The Ashburton Futsal League Competition shall comprise of one Division of 15 teams.
- 2.4 All teams will play each other once over 15 Rounds unless otherwise determined by FFV.
- 2.5 The team finishing top of the division at the conclusion of the season will be crowned Minor Champions.
- 2.6 At the conclusion of the season, the top 4 placed teams must play a compulsory finals series to determine the Division One champion and runner-up.
- At the conclusion of the season, the next 4 placed teams must play a compulsory finals series to determine the Division Two champion and runner-up.
- 2.7 All team applications submitted after the advised date will only be accepted if a vacancy exists within a division. Grading privileges will be negated.
- 2.8 In the instance of a team withdrawing from competition all fees paid are non refundable. Extenuating circumstances may be considered at the discretion of the Federation.
- 2.9 In the instance of a team withdrawing from the competition prior to the completion of the season, all points received in games against that team may be disregarded in the competition table for that league, and a forfeit recorded for all games involving the withdrawn team.

SECTION 3. FIXTURE REQUIREMENTS

1 Match Records

- 1.1 The Match Record will list all players eligible to take part in the fixture. FFV will supply the Match Record along with valid FFV player identification cards not less than, thirty 30 minutes prior to the commencement of any match.
- 1.2 Representatives from each team must sign the Match Record at the conclusion of the fixture and should do so only after the appointed match official has recorded all outstanding details.

2 Player Numbers and substitution/interchange

2.1 Players

A match is to be played by two teams, each consisting of not more than five players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than four players.

- 2.2 Each team may make unlimited substitutions in any given fixture, with no more than 7 substitutes permitted to be named on the Match Record.
- 2.3 When warming up, substitutes must choose an area furthest from the opposing team or as advised by the appointed Senior Match Referee

3 Match Balls

- 3.1 FFV shall provide the appointed Senior Match Referee with 2 match balls (size 4) no later than 10 minutes prior to the start of the scheduled fixture
- 3.2 At the conclusion of the game, the referee will return the match ball to the competition administrator.

4 Players Strip/Apparel

4.1 Clothing and Protective Gear

- 4.1 (a) Playing shirts with sleeves are compulsory. Playing shirts must be matching in colour with numbers clearly marked on the back.
- (b) All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours. It is the responsibility of the away team to change into the bibs provided.
- (c) Predominantly black playing shirts will not be permitted under any circumstances.
- (d) All players are required to wear shin guards at all times whilst on the field of play.
- (e) Non marking shoes must be worn at all times.

4.2 Jewellery/eyewear

- (a) FIFA 'Laws of the Game' state that players are forbidden to wear any equipment that may be dangerous to either the player him or herself, or to another player. This includes, but is not limited to, jewellery and spectacles.
- (b) All jewellery, including wedding bands and any studs, rings, bars or other body-piercing jewellery, must be removed before a player enters the field of play. No taping of any type is permitted.
- (c) Any player wearing jewellery will be cautioned and removed from the field of play until the Senior Match Referee is satisfied that the player has removed the item in question. There are no exceptions to this rule.
- (d) Any player requiring vision correction should consider wearing contact lenses, or wear spectacles that:
 - (i) are firmly secured with a sports band or adjustable strap,
 - (ii) have purpose-designed and closely fitted curled ends on the arms, or
 - (iii) are specially designed protective sports glasses constructed of plastic with rubberised cushioning and no metallic parts.

5 Correspondence / Communication

- 5.1 All teams are required to have a team delegate with an active email address.

6 Smoking / Drinking At League Venues

- 6.1 It is prohibited for anyone to smoke or consume alcohol within the confines of the playing barrier fence. This includes the team bench within the Technical area and anywhere on or near the touchline.
- 6.2 Clubs are responsible for ensuring that smoking and drinking alcohol are confined to legitimate public areas at a safe distance from the playing field.
- 6.3 If any person is in breach of this rule, both the individual and any Club of which that person is a member may be fined and face disciplinary action under the FFV Grievance Disciplinary and Tribunal By-Law.

7 National Flags, Slogans & Emblems

- 7.1 It is strictly prohibited to display any national flags, slogans, emblems or other material, with the exception of the Australian flag or emblem, at any match.
- 7.2 It is strictly prohibited to incorporate any national flags other than the Australian flag, slogans or emblems on any part of the players' attire or any uniform worn by Club officials.
- 7.3 No Club may distribute, disseminate, broadcast or publish by any means whatsoever whether electronically or otherwise any material in a language other than English, with the prior written consent of FFV to do so.
- 7.4 All Clubs must have the prior written approval of FFV before introducing or incorporating any design, emblem or slogan onto any Club logo or name, product or medium, including but not limited to playing strips, promotional material, Club letterhead, banners, advertisements, public announcements, website or any other form of communication.
- 7.5 FFV may request the immediate removal of any offending material without notice at any time.

7.6 If any person is in breach of this rule, both the individual and any Club of which that person is a associated may be fined and face disciplinary action under the FFV Grievance Disciplinary and Tribunal By-Law.

SECTION 4. FIXTURE DETAILS

1 Commencement of Match

- 1.1 All match fees must be paid in full before the match can begin.
- 1.2 All matches must commence at the scheduled time. Teams not ready to kick off at the scheduled time as signaled by the referees will immediately be penalised one goal and a further goal for every two (2) minutes that they are late.
- 1.3 If a team is not ready to kick off after five minutes past the scheduled kick off time as signalled by the referees the team will be considered to have forfeited the game and penalised.

2 Duration of Matches

2.1 *Periods of play*

- (a) Subject to this rule all fixtures will be played over two equal periods of 18 minutes, unless agreed otherwise between the Senior Match Referee and the two participating teams prior to commencement.
- (b) The Senior Match Referee may cut short any match if in the Senior Match Referee's opinion playing conditions compromise player safety or otherwise only if:
 - (i) it is line with FIFA rules; and
 - (ii) he or she has consulted with the team delegate of each participating team

2.2 *Half time interval*

The half-time interval must be a minimum of 2 minutes and no longer than 5 minutes in duration. The duration of the half-time interval may only be altered with the consent of the Senior Match Referee.

2.3 *Allowance for time lost*

- (a) Allowance is made in either half for all time lost through:
 - assessment of injury to players
 - removal of injured players from the field of play for treatment
- (b) The allowance for time lost is at the discretion of the Senior Match Referee.

2.4 *Penalty kick*

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

3 Abandoned Matches

- 3.1 Matches in any fixture may only be abandoned by a decision of the Senior Match Referee.
- 3.2 If 80 per cent or more of Normal Time of a match has been played then the score at the time of abandonment will stand, unless the matter is referred to the Tribunal
- 3.3 If less than 80 per cent of Normal Time of a match has been played before being abandoned, the result will stand unless:

- (a) upon request by a team involved in the match within 72 hours of the abandonment FFV determines otherwise in its absolute discretion; or
- (b) the FFV Tribunal determines otherwise

3.4 The match will be abandoned if:

- (a) any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of three players.
- (b) the lighting at the venue fails such that in the opinion of the Senior Match Referee it is impossible or unsafe to continue to play
- (c) the Senior Match Referee determines that playing conditions have become unsafe or untenable for any reason, or
- (d) the Senior Match Referee, in consultation with centre staff and competition administrator, determines that the conditions for players, coaches, officials or supporters have become unsafe or untenable for any reason

3.5 If a match is abandoned due to a matter set out in rule 3.4 and FFV or the Tribunal determines that one (or both) of the competing Clubs, or its Club Associates were directly responsible for the abandonment then one of the following outcomes may be imposed:

- (a) Match to be awarded as a “No Result”. In this situation, no points will be awarded to either team for that fixture.
- (b) Award match result as 0-0 draw.
- (c) award result 5–0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club
- (d) match result to stand.

3.6 Further any Club Associate alleged to be responsible for the abandonment of a game may be guilty of Misconduct and may be subject to penalties under the FFV Grievance Disciplinary and Tribunal By-Law.

4 Postponed Matches

4.1 Matches may only be postponed by the appointed match official or by an officer of the Federation.

4.2 No person apart from an officer of the Federation is permitted to schedule (or reschedule) any fixture.

5 Extreme Weather Conditions

5.1 FFV and/or the appointed match official reserves the right to postpone, delay or abandon any fixture due to extreme weather conditions. These conditions may be the result of excessive heat/humidity that may endanger participants.

6 Match Points

6.1 In all competition fixtures, match points will be awarded as follows:

| | | |
|-----------|---|----------------------------|
| WIN | - | Three Points |
| DRAW | - | One Point |
| LOSS | - | Nil Points |
| NO RESULT | - | Nil Points for either team |

6.2 FFV may record any fixture as a 'no result'.

6.3 (a) At the end of the championship season, all teams will be ranked from highest to lowest by virtue of the total number of points received.

(b) If one or more teams finish the championship season on the same number of points, their final position will be determined as follows:

- (i) the team with the greatest Goal Difference will finish higher.
- (ii) if Goal Difference is the same, then the team that has scored the most Goals FOR, will be deemed to have finished higher.
- (iii) if Goal Difference is the same and Goals FOR is the same, then the final order will be determined by the results of matches played between the teams.
- (iv) if the aggregate scores between the teams are the same, then away goals will count as double.

(c) If one or more teams have the identical number of Championship Points, Goal Difference, Goals Scored & Conceded, and the results between the teams is the same, then those teams will be deemed to have tied.

(d) If the final standing has a bearing on promotion or relegation to another competition, then FFV may call for a playoff, draw lots, or otherwise deal with the matter as it sees fit.

7 Non-Participation in FFV Fixture

7.1 Teams are obliged to participate in fixtures as determined by FFV. Any team which fails to do so will be penalized as follows.

- (i) the match will be awarded to the opposing team (as a 5-0 result),
- (ii) if both teams refuse to play, FFV may award a NO RESULT

8 Rescheduling of Matches

8.1 Rescheduling of matches by teams will not be permitted.

8.2 Rescheduling of matches by FFV will only occur due to extenuating circumstances.

8.3 FFV's decision in regards to rescheduling of fixtures will be final and binding on all parties.

SECTION 5. REFEREES

1 Non-Attendance or unavailability of Match Referee

- 1.1 If the Senior Match Referee fails to honour his or her appointment, the next most senior Referee ('Replacement') will take charge of the fixture.
- 1.2 If the Senior Match Referee is late arriving at a fixture, the Replacement will take charge until the Senior Match Referee is ready to take over.
- 1.3 All teams must fulfill all fixtures, regardless of whether or not the Senior Match Referee is present to take charge. Failure to do so may result in a fine and other action under the FFV Grievance Disciplinary and Tribunal By-Law.

2 Decisions of the Senior Match Referee

- 2.1 The decisions of the Senior Match Referee about any fact connected with the play are final and cannot be disputed by any party. A Senior Match Referee may change a decision if he or she realises that decision is incorrect, or on the advice of the Second Referee, provided the play has not re-started.

3 Duties of the Referee

- 3.1 Prior to the commencement of each match, the Senior Match Referee must complete the Pitch & Facility Report and then ensure all relevant match documentation is lodged with the FFV within two working days.

4 Match Records

- 4.1 At the conclusion of each match, the Senior Match Referee shall consult with the Second Referee and confirm the correctness of all match information before completing both Match Records.
- 4.2 Match results must be submitted immediately to the Competition Administrator.
- 4.3 The Competition Administrator will retain the FFV Player Identification for all players.
- 4.4 If the team delegate protests to the Senior Match Referee about the fielding of an ineligible player, the Match Referee must inform the Competition Administrator.
- 4.5 The Senior Match Referee must ensure teams do not list more than 12 players on a Match Record for any fixture.
- 4.6 Subject to any Protest the Match Records received from the Senior Match Referee will be accepted as the accurate and official record of a match.
- 4.7 The Senior Match Referee must cross-check the Match Records with the Player ID Cards for each team participating in the fixture. Any discrepancies identified by the Senior Match Referee must be drawn to the attention of the appropriate team prior to the commencement of the match, and the discrepancy resolved before the match can start. Provided all information is considered by the Senior Match Referee to be correct, he or she shall return Player ID Cards to the Competition Administrator at the conclusion of the fixture.

5 Player Safety and Blood Rule

- 5.1 It is the Senior Match Referee's responsibility to ensure that all players taking the field of play are wearing equipment that is safe to themselves and any other person.
- 5.2 If a player is wearing any equipment which may endanger him or herself, or any other player (see Section 3, Rule 7) it is the Senior Match Referee's responsibility to ensure all such equipment is removed before the player enters the field of play.
- 5.3 The Senior Match Referee must ensure that any player who suffers an injury or wound which results in the loss of blood leaves the ground immediately for the purpose of receiving medical attention outside the field of play.
- 5.4 The Senior Match Referee may allow the injured player to rejoin the game only after the Senior Match Referee is satisfied that the wound has been safely covered and contained.
- 5.5 If a player's uniform or attire has blood spilt on it, the Senior Match Referee may require the player to change his or her attire before rejoining the game.
- 5.6 If the injured player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the Senior Match Referee may in his or her discretion allow the player to wear an alternative numbered shirt.
- 5.7 Alternatively, in such circumstances, a team may replace the injured player in accordance with any applicable interchange rule

SECTION 6. REGISTRATION

1 Player Registration

- 1.1 Players must be registered in accordance with FFA National Registration Regulations.
- 1.2 Players are not permitted to play for other teams in the same division
- 1.3 Players are permitted to play in more than one division.
- 1.4 Players are not permitted to transfer to another team in the same division during the season.
- 1.5 Any player that plays one (1) game or more is considered registered for that team and will not be permitted to play for any other team in the same division during the season.
- 1.6 Under no circumstances are teams permitted to loan agreements or any other agreements to this effect.

2 Eligibility for Finals

- 2.1 A player must play a minimum of 50 per cent the games for their team during the season to be eligible to play in the finals.

3 Eligibility / Non-Eligibility of Players

3.1 Eligible Players

- 4.1.1 A Player is considered eligible to play in his or her team, provided he or she has been registered in line with FFA National Registration Regulations, or is not under suspension by FFV.

3.2 Ineligible Players

3.2.1 A Player is ineligible to play when:

- i) not registered as per FFA National Registration Regulations.
- ii) under suspension by FFV or any of its affiliated bodies will be deemed ineligible

Should it be found that a team fielded an eligible player in a fixture, the offending team will forfeit the game.

SECTION 7. CODES OF BEHAVIOR

The Australian Sports Commission has produced the following 'Codes of Behaviour', which have been adopted not only by football, but also by most sports in Victoria. These codes are deemed to be incorporated into these Rules of Competition and are outlined below.

1 General

It is vital that everyone involved in sporting activities, whether they be athletes, coaches, parents, officials or supporters, understand their responsibilities to ensure that all participants enjoy the sport.

It is strongly recommended that all players, parents, officials, coaches and members be given a copy of these codes by their Club, and that each Club ensures the codes are clearly displayed in their Clubrooms.

As well as reading and seeking to understand the instructions contained in the codes, FFV asks all participants to recognise that there are underlying principles which extend beyond those specific instructions.

2 Players' Code of Conduct

- (a) Play by the Rules
- (b) Do not argue with the match official. If you disagree, have your captain or coach approach the match official during a break in play or after the match is concluded
- (c) Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport
- (d) Maintain your focus and work hard for yourself and your team
- (e) Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition
- (f) Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player
- (g) Cooperate with your coach, teammates and opponents. Without them, there would be no competition
- (h) Play for your own enjoyment, and not just to please parents and coaches
- (i) Remove all jewellery prior to training and match play, as it is a hazard to you and those around you
- (j) Do not accept or use any banned or unauthorised drug(s), including the consumption of alcohol at any time

3 Coaches' Code of Behaviour

- (a) Remember that players participate for the fun of it and that winning is not everything
- (b) Be reasonable in your demands on younger players time, energy and enthusiasm

- (c) Teach your players to abide by the rules and Laws of the Game
- (d) Ensure that equipment and facilities meet a reasonable safety standard and is appropriate to the age and ability of the players
- (e) Modify your approach to suit the skill levels and needs of players
- (f) Develop and enhance respect between players, opposition coaches and the decisions of the match official
- (g) Follow the advice of a physician when determining the extent of a player's injury and beyond that, when players are returning from injury to training and match play
- (h) Keep up to date with the latest coaching practices (refer to Coach Accreditation Criteria)
- (i) Take time out to teach players (& others) the Laws of the Game, hence raising their awareness
- (j) Remind all players to play within the spirit of the game at all times
- (k) Ensure players are good sports and ensure each team member shakes the hand of their opponents at the conclusion of every match
- (l) Do not smoke or consume alcohol from the team bench (Technical Area) or sideline
- (m) Remember the actions of yourself and your team is reflective of the perception others take away with them

4 Administrators' Code of Behaviour

- (a) Help coaches and officials highlight appropriate behaviour and skill development, and assist in raising the standards of coaching and officiating
- (b) Ensure everyone involved in football emphasises fair play, and not winning at all costs
- (c) Be tolerant and calm under pressure and approach problem solving in a supportive manner as members and players will expect you to set an example for others
- (d) Make every effort to educate persons who breach these guidelines from time to time

5 Officials' Code of Behaviour

- (a) Modify your approach to suit the skill levels and needs of players
- (b) Praise and encourage all participants
- (c) Be consistent, objective and courteous when making decisions
- (d) Do not tolerate unsporting behaviour and promote respect for all opponents
- (e) Emphasise the spirit of the game rather than focus on negative aspects
- (f) Encourage and promote rule changes to all players and members
- (g) Be a good sport yourself, as actions speak louder than words
- (h) Keep up to date with the latest trends in refereeing

- (i) Remember that you set the example on the park, therefore, your behaviour and comments should always be positive and supportive

6 Spectators' Code of Behaviour

It is important that all spectators at a Football Federation Victoria (FFV) approved fixture are able to enjoy the match in a safe and comfortable environment. Accordingly, each person present at a FFV fixture must:

- (a) Respect the decisions of the Match Officials;
- (b) Respect the rights, dignity and worth of every person regardless of their race, colour, religion, language, political views, national or ethnic origin.
- (c) Not engage in the use of violence in any form, whether it is by other Spectators, Team Officials (including coaches) or Players;
- (d) Not engage in discrimination, harassment or abuse in any form whether lawful or otherwise, including but not limited to the use of obscene or offensive language or gestures, the incitement of hatred or violence or partaking in indecent or racist chanting;
- (e) Comply with FFV's '**Conditions of Entry**', at all venues, and any ticketing conditions (Premier League only).
- (f) Not carry, light or throw flares or missiles (including on to the field of play or at other spectators);
- (g) Not enter the field of play or its surrounds without lawful authority; and
- (h) Conduct them self in a manner that enhances, rather than injures, the reputation and goodwill of FFV, Football Federation Australia (FFA), and football generally.

Any person who does not comply with this Code or who in the opinion of FFV causes or attempts to cause or is reasonably likely to cause a disturbance may be evicted from the venue and banned from attending future matches held on behalf of FFV, for a period of up to two (2) years from when the eviction occurred. Any offender who then breaches the ban order against them may be charged with trespass and subject to further penalties and sanctions, including the possibility of further legal action.