

**FOOTBALL FEDERATION VICTORIA INC.**



**FOOTBALL  
FEDERATION  
VICTORIA**

**2014 RULES OF COMPETITION**

1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS .....	4
1.1. Application and Definitions .....	4
1.2. Consequences of a Breach .....	6
1.3. Amalgamation of Clubs.....	6
1.4. Affiliation of Clubs .....	7
1.5. Monies Owing to FFV .....	7
1.6. Protection of Important Fixtures .....	8
1.7. Sanctioned Matches .....	9
1.8. Insurance .....	9
1.8.2. Insurance of Players.....	9
1.8.3. Insurance of Club Officials .....	9
1.9. Strict Liability of Clubs .....	9
1.10. Media Comment .....	10
1.11. Change of Club Name .....	10
1.11.3. Part A – Prior to FFV Ratification .....	10
1.11.4. Part B – After FFV Ratification.....	11
1.12. Ticketing and Refunds of Money .....	11
1.13. Security at Home Pitches .....	12
1.14. Representative Teams .....	12
1.15. Lighting and/or Discharging of Flares or Other Flammable Objects/Throwing Objects .....	13
1.16. Discrimination and Vilification .....	13
1.17. Club Compliance .....	14
1.18. Correspondence/Communication.....	14
2. COMPETITION RULES .....	15
2.1. General Information .....	15
2.2. Player Eligibility .....	16
2.3. Gender Rules.....	16
2.4. Competition Structures .....	16
3. FIXTURE REQUIREMENTS.....	17
3.1. Facilities/Pitch Arrangements .....	17
3.2. The Technical Area .....	18
3.3. Match Records .....	19
3.4. Ground Marshals .....	20
3.5. Player's Strip/Apparel .....	21
3.5.1. Clothing and Protective Gear.....	21
3.5.2. Eyewear .....	21
3.6. Stretchers / First Aid.....	22
3.7. Smoking / Drinking At League Venues.....	22
3.8. National Flags, Slogans & Emblems .....	22
3.9. Lighting Standards.....	23
4. FIXTURE DETAILS .....	24
4.1. Duration of FFV Competition Fixtures .....	24
4.1.1. Periods of Play .....	24
4.1.2. Commencement Time.....	24
4.1.3. Half Time Interval.....	25
4.2. Abandoned FFV Competition Fixtures .....	25
4.3. Postponed/Rescheduled FFV Competition Fixtures .....	26
4.4. Weather Conditions .....	27
4.5. Restrictions on Pitch Usage.....	27
4.6. Match Points.....	28
4.7. Non-Participation in a FFV Competition Fixture .....	28
4.8. Change of Venue/Fixture Requests .....	30
4.8.1. Change of Venue Requests .....	30
4.8.2. Fixture Date/Time Change Requests .....	30
5. MATCH OFFICIALS.....	31
5.1. Match Official Fees.....	31

5.2. Assistant Match Officials .....	31
5.3. Non-Attendance or Unavailability of Match Official .....	31
5.4. Decisions of the Match Official .....	32
5.5. Pitch & Facility Exception Report .....	32
5.6. Match Records .....	32
5.7. Player Safety and Blood Rule .....	32
6. REGISTRATION .....	33
7. CODES OF BEHAVIOUR .....	34
7.2. Overview .....	34
7.3. General Principles for all Persons Involved in Sport .....	34
7.4. Players' Code of Behaviour .....	35
7.5. Coaches' Code of Behaviour .....	35
7.6. Administrators' Code of Behaviour .....	36
7.7. Match Officials' Code of Behaviour .....	36
7.8. Parents Code of Behaviour .....	36
7.9. Spectators' Code of Behaviour .....	37
7.10. Victorian Code of Conduct for Community Sport .....	37
7.11. Code of Conduct .....	38
7.12. Breaches of the Code .....	38
7.13. State Sporting Association Responsibility .....	39
7.14. Implementation of the Code .....	39
7.15. Definitions .....	39
8. SCHEDULE 1 – MINIMUM REQUIREMENTS OF EACH VENUE CATEGORY .....	41
9. SCHEDULE 2 – FOOTBALL LIGHTING POLICY & REQUIREMENTS .....	48

# 1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

---

## 1.1. Application and Definitions

- 1.1.1. These Rules shall apply to all FFV Competition Fixtures and Sanctioned Matches as defined in Rules 1.1.4.e and 1.1.4.w.
- 1.1.2. 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.
- 1.1.3. Terms defined in the FFV Constitution, 2014 FFV Registration Regulations or the FFV Grievance Discipline and Tribunal By Law (**GDT**) shall have the same meaning in these Rules unless otherwise stated.
- 1.1.4. In addition to Rule 1.1.3 unless the context otherwise requires, the following definitions apply:
  - 1.1.4.a. **Abandoned** means a FFV Competition Fixture which has commenced but has been stopped by the Match Official prior to its conclusion.
  - 1.1.4.b. **BR** means a reference to a Breach of these Rules of Competition for which certain sanctions apply as set out in the GDT (see in particular but not limited to Schedule 2 Part 2 of the GDT).
  - 1.1.4.c. **Club** has the same meaning as in the FFV Constitution and includes but is not limited to a Futsal Club.
  - 1.1.4.d. **FFV** means Football Federation Victoria.
  - 1.1.4.e. **FFV Competition Fixture** means any match that is administered by FFV.
  - 1.1.4.f. **Field of Play** means:
    - 1.1.4.f.i. At an enclosed pitch the entire area within the temporary or permanent perimeter fencing;
    - 1.1.4.f.ii. At an open pitch the entire area within 3 metres of the football pitch.
  - 1.1.4.g. **Forfeit** means failure to participate in a FFV Competition Fixture and notifying FFV less than three (3) days prior to the FFV Competition Fixture or not at all.
  - 1.1.4.h. **Futsal Club** means a Club which plays in a Futsal Competition administered by FFV.
  - 1.1.4.i. **Home Club** means the Club named first in the FFV Competition Fixture.

- 1.1.4.j. **Match Record** means the official log (hard copy or online) of the FFV Competition Fixture recording all match details, participants and results.
- 1.1.4.k. **No Result** means recording a '0-0' score line in a FFV Competition Fixture with no points or goals awarded to either team. This is recorded as a FFV Competition Fixture played.
- 1.1.4.l. **Non-Participation in a Fixture** means failure to participate in a FFV Competition Fixture but notifying FFV more than three (3) days prior to the FFV Competition fixture.
- 1.1.4.m. **Normal Time** means the maximum length of two (2) equal periods not including added time as specified in Table 4.1. Unless any reduction otherwise agreed between the Match Official and the two (2) participating teams prior to commencement.
- 1.1.4.n. **Play Off** means a FFV Competition Fixture played to determine the final standings or eligibility for promotion/relegation of a team in any competition.
- 1.1.4.o. **Final** means a FFV Competition Fixture played to determine the final standings or champion of a specific competition
- 1.1.4.p. **Played** means:
- 1.1.4.p.i. A Club has participated in a FFV Competition Fixture.
- In specific reference to players, Played means:
- 1.1.4.p.ii. Being listed on the Match Record in a league where the interchange rule applies ;
- 1.1.4.p.iii. Starting the FFV Competition Fixture on or consequently being substituted onto the field of play in a league where the substitution rule applies.
- 1.1.4.p.iv. Any player listed on the Match Record and subsequently indicated on the Match Record that the player is no longer participating, must be acknowledged by signature of the senior match official prior to the commencement of the FFV Competition Fixture. Failure to comply will deem the player to have played under rule 1.1.4.p.
- 1.1.4.q. **Player ID Card** means the MyFootballClub generated ID card containing recent photo, date of birth, FFA number, full name and club name for that player.
- 1.1.4.r. **Postponed** means a FFV Competition Fixture which has not commenced as scheduled.

- 1.1.4.s. **Registered** means registered and eligible in MyFootballClub in accordance with the FFV 2014 Registration Regulations.
- 1.1.4.t. **Regular Season** means the dates between the first and last round of the competition.
- 1.1.4.u. **Regulation** means a clause outlined in the specific league regulations.
- 1.1.4.v. **Rule** means a clause of these 2014 Rules of Competition.
- 1.1.4.w. **Sanctioned Match** means any match to which FFV appoints one (1) or more Match Officials but does not administer directly. This includes matches to which FFV is unable to appoint one (1) or more Match Officials due to availability, but a request for appointments has been acknowledged.

## 1.2. Consequences of a Breach

- 1.2.1. 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 GDT.
- 1.2.2. 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 GDT.

## 1.3. Amalgamation of Clubs

- 1.3.1. Amalgamations between Clubs must be formulated by 1<sup>st</sup> December prior to the year of proposed competition. Applications received after 1<sup>st</sup> December may be considered by FFV in its absolute discretion.
- 1.3.2. Where two (2) or more Clubs intend to amalgamate FFV shall be provided with notice of the General Meeting of which the amalgamation is to be approved. FFV may be represented at this meeting.
- 1.3.3. Each Club involved in the amalgamation must provide a letter of intent to merge, enclosing the proposed constitution for FFV approval. In particular, FFV will have regard to the community objectives and outcomes of the proposed amalgamated body. Where the amalgamated Club intends to adopt a new name Rule 1.11 must also be complied with.
- 1.3.4. Once the proposed constitution has been approved by FFV, clubs should proceed with the amalgamation process set out in the Associations Incorporation Act (VIC). Refer to Consumer Affairs Victoria website (<http://www.consumer.vic.gov.au/>)
- 1.3.5. Upon incorporation registration of the new entity to run the amalgamated Club, the Club must provide to FFV a copy of a certificate of incorporation or

other such documentation as FFV may require in respect of that new entity, including office bearers of the new entity.

- 1.3.6. Before amalgamation is approved all outstanding financial obligations and playing commitments of both Clubs to the FFV and to any municipal Council must be fulfilled.
- 1.3.7. Subject to satisfaction of Rule 1.3 Clubs may nominate the League or Division in which they wish to participate provided it is a League or Division in which one (1) of the amalgamating Clubs would be eligible to participate in the season immediately following.
- 1.3.8. On approval of the amalgamation all Players of the amalgamating Clubs shall be deemed to be Players registered by FFV as players of the newly formed Club.
- 1.3.9. The newly amalgamated Club must fulfill its commitments and be responsible for all the terms and conditions of any Players' agreements with each of the amalgamating Clubs current at the time of amalgamation.
- 1.3.10. After approval of amalgamation FFV shall declare a vacancy or vacancies in the appropriate League or Division and this vacancy or vacancies may be filled or left vacant at the discretion of FFV.

#### **1.4. Affiliation of Clubs**

- 1.4.1 FFV will consider applications by Clubs for inter-Club affiliations. Clubs wishing to enter into affiliated relationships with another Club(s) must lodge their formal application in accordance with FFA's Club Affiliation Criteria as published from time to time.
- 1.4.2 Each Club involved in the affiliation must provide a letter of intent to affiliate. In particular, FFV will have regard to the community objectives and outcomes of the proposed affiliation.
- 1.4.3 All affiliation applications must be lodged by no later than 1<sup>st</sup> December prior to the year of proposed competition. FFV may accept applications after this date at its sole discretion.
- 1.4.5 FFV may refuse any application without reason or may terminate any previously sanctioned Club affiliation at any time. Any such decision or determination by FFV will be final and binding on all parties.

#### **1.5. Monies Owing to FFV**

- 1.5.1. Subject to Rule 1.5 all amounts owed by a Club or Player to FFV must be paid within 30 days of the date of the invoice issued by FFV, failing which:
  - 1.5.1.a. a fine of 1 Penalty Unit for every \$1000 or part thereof which is unpaid by any Club after 30 days from the date of invoice will be imposed on the Club other than a Futsal Club; and,

- 1.5.1.b. a fine of 1 Penalty Unit for every \$500 or part thereof which is unpaid by any Futsal Club after 30 days from the date of invoice will be imposed on the Club; and,
  - 1.5.1.c. the Club will be sent a 21 day Reminder Notice; and,
  - 1.5.1.d. the Club is required to bring its accounts (including but not limited to any fine imposed pursuant to Rule 1.5.1) with FFV into order within that 21 day period.
  - 1.5.1.e. FFV reserves the right to suspend from any or all FFV competitions or representative teams on such terms as it sees fit any player who owes monies to FFV until such debts are paid or secured to the satisfaction of FFV.
- 1.5.2. Subject to Rule 1.5.7 if a Club fails to comply with Rule 1.5.1.d any team in respect of which the monies are owed (whether directly or indirectly) will not be eligible to earn any competition points from any of its FFV Competition Fixture following the deadline for compliance with Rule 1.5.1.d unless and until all outstanding monies are owed.
- 1.5.3. To avoid doubt if the outstanding monies or any part thereof are not referable to any particular team or teams all teams of the Club will be ineligible to earn Championship points until all monies are paid.
- 1.5.4. In the case of repeated failure to pay outstanding monies FFV may in its absolute discretion expel a Club from FFV Competitions.
- 1.5.5. FFV may offset any moneys FFV owes to a Club prior to the issue of any invoice to a Club for outstanding amounts owing to FFV.
- 1.5.6. If at the end of a season a team is promoted, but that team's Club has not by the last working day of October of that season paid all amounts owed to FFV, that team shall not be promoted and Rule 1.5.7 shall apply.
- 1.5.7. Where monies due for payment by a Club prior to 31 October in any given year or, in the case of monies falling due after that date, remain unpaid by a Club after the due date for payment, each team in that Club shall have 1 Championship point deducted from their points for the following season for every calendar month or part thereof after the due date that such monies remain unpaid.

## **1.6. Protection of Important Fixtures**

- 1.6.1. Where an A-League, International or an Inter-State match is scheduled for the Melbourne Metropolitan area, FFV may require that no other FFV Competition Fixture or Sanctioned Match shall take place on that day.



## **1.7. Sanctioned Matches**

- 1.7.1. Any Club taking part in any Sanctioned Match must abide by all relevant codes of conduct referred to in this document and shall not bring the game into disrepute.
- 1.7.2. Any Club or Affiliated League or organisation which administers or participates in any Sanctioned Match, must ensure that appropriate insurance and Workcover arrangements are made to provide coverage for players, Match Officials, and all Club Officials involved in these matches.
- 1.7.3. Any Club or Association wishing to participate in any Interstate or International matches, tournaments or events must apply in writing to the FFV MyFootballClub team for prior approval.
- 1.7.4. All FFV Competition Fixtures take precedence over non-FFV Competition Fixtures or tournaments. Failure to fulfill FFV Competition Fixtures for a non-FFV Competition Fixture may result in disciplinary action as per Rule 4.7.

## **1.8. Insurance**

- 1.8.1. 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.
- 1.8.2. *Insurance of Players*
  - 1.8.2.a. 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 payment for registration via the Club Finance System (refer to the Summary of Cover as posted on FFV Website for policy details).
  - 1.8.2.b. Players who participate in FFV Competition Fixtures without having their registration details updated relevant to their Club will be deemed ineligible.
- 1.8.3. *Insurance of Club Officials*
  - 1.8.3.a. In addition to compulsory player insurance, FFV shall provide through its insurance scheme insurance known as 'Not for Profit Organisation Liability' for Club officials.

## **1.9. Strict Liability of Clubs**

- 1.9.1. Each Club shall be responsible for the conduct of its Club Associates at or in the vicinity of any FFV Competition Fixture, sanctioned match or non-FFV event in which a Club is engaged or is in attendance regardless of the responsibilities attaching to any other person or entity in respect of such a match or event.

## **1.10. Media Comment**

- 1.10.1. A Club or Club Associate must not make derogatory comment(s) to the media or in any public forum whether verbally or in writing (including any form of electronic communication & social media) about FFV, its members or the performance of Match Officials. Any such complaints should be made in writing to FFV.
- 1.10.2. Match Officials are prohibited from making any comment to the media or in any public forum whether verbally or in writing (including any form of electronic communication & social media) in regard to any FFV Competition Fixture or Sanctioned Match at any time, which may be prejudicial to any misconduct issue or bring FFV or the game of football into disrepute.
- 1.10.3. A breach of Rule 1.10 may result in a fine at level BR6 and further disciplinary action as set out in the GDT.

## **1.11. Change of Club Name or New Club Application**

- 1.11.1. FFV will assess any application for a change of Club Name including the Club Name of any Club which has not previously been registered in MyFootballClub only when all of the requested information has been lodged with FFV and it may reject any application for a change of name as it sees fit.
  - 1.11.1.a. Club Name in this Rule 1.11 includes the incorporated name, registered business name and/or approved playing name of a Club.
- 1.11.2. Any Club that wishes to change its Club Name must provide the information in Rule 1.11 in writing to FFV, which will then be considered by FFV.
- 1.11.3. *Part A – Prior to FFV Ratification*
  - 1.11.3.a. The Club must submit on Club letterhead its request for change of Club Name or new Club Name.
  - 1.11.3.b. Provide full disclosure of the reasons for the requested change.
  - 1.11.3.c. The 'name' should be representative of the local geographic area within which the Club is located and shall not make any reference to any ethnic name, slogan, sponsor or business or word which represents only one (1) gender. In addition, the 'name' shall not contain initials of any type that can be interpreted as non-representative of the geographic area.
  - 1.11.3.d. The application for change of name or new Club Name must include a minimum of three (3) proposed names that can be assessed, again with full disclosure as per Rules 1.11.3.b and 1.11.3.c.

1.11.3.e. The new name must not contain any part of the name of any club in the same or immediately adjoining municipalities, excepting the following traditional generic football names:

1.11.3.e.i. United

1.11.3.e.ii. Rovers

1.11.3.e.iii. City

1.11.3.e.iv. Old

1.11.3.e.v. Sporting

1.11.3.f. Where a change of name also involves a Club proposing to relocate to a different local government municipality the application for change of name will not be considered unless evidence that there are no outstanding debts or other obligations to the former municipality.

1.11.3.g. FFV will not approve the relocation of a club into a different municipality unless it is in the interest of Football and no existing Club in that municipality is materially disadvantaged in which the Club wishes to relocate to, or any other criteria determined by the FFV at its sole discretion.

1.11.3.h. To avoid doubt no Club will be allowed more than one (1) incorporated name or registered business/playing name.

#### 1.11.4. *Part B – After FFV Ratification*

1.11.4.a. The Club must provide to FFV evidence of Registration of the new name with the appropriate government authority (ies).

### **1.12. Ticketing and Refunds of Money**

1.12.1. Rule 1.12 is applicable to all FFV Competition Fixtures where admission fees are charged.

1.12.2. Clubs that charge admission fees must hand over an admission ticket to the paying customer when the exchange of money is made.

1.12.3. Gate attendants or security staff whose role it is to collect the admission ticket, must ensure that the ticket is torn in half and one half is given back to the customer at the point of entry as proof of purchase.

1.12.4. It is the customer's responsibility to ensure that he or she retains proof of purchase.

1.12.5. Customers that present an authentic FFV Media Pass, FFV Season Pass, Match Official Pass or are aged 14 years or younger, will be granted free entry and will not be issued an admission ticket.

1.12.6. Rule 1.12 is to be displayed at the ticket box at all venues where admission fees are charged.

1.12.7. Paying customers will be entitled to a full refund (including car park fees) on the day of the FFV Competition Fixture provided the main FFV Competition Fixture has been postponed or abandoned prior to the conclusion of the first half of the FFV Competition Fixture.

1.12.8. To be eligible to receive a full refund on the day of the FFV Competition Fixture, the paying customer must: Present to the Home Club or the Club charging admission fees or FFV in the instance of finals, the admission ticket (or part thereof) as proof of purchase that he or she was issued when entering the ground.

1.12.9. If the main FFV Competition Fixture is abandoned after the conclusion of the first half, then no refund will be given.

### **1.13. Security at Home Pitches**

1.13.1. The Home Club is responsible for providing appropriate arrangements to ensure the orderly behaviour of spectators and provide for the protection of Match Officials, players and officials at FFV Competition Fixtures including but not limited to any specific requirements of FFV which are notified to the Home Club.

1.13.2. Each Home Club is responsible for security and/or police as directed by FFV. Ordinarily this will be wholly the responsibility of the Home Club but FFV reserves the right to require any Club involved in a FFV Competition Fixture to meet FFV-determined security requirements.

1.13.3. Clubs must provide a lockable facility for all valuables of the Match Official(s).

1.13.4. The Home Club or FFV in the instance of finals will be held responsible if it is found that Match Official(s) do not receive all items back.

1.13.5. Each team is responsible for the valuables of its players, and valuables that are left in change rooms are done so at their own risk.

### **1.14. Representative Teams**

1.14.1. Any Player registered in Victoria will be eligible to represent Victoria in representative matches, camps or tours and each selected player must make themselves available for training, preparation and participation for representative matches, camps or tours when requested by FFV.

1.14.2. All Clubs must release Players for training and preparation for, and participation in, representative matches, camps or tours.

1.14.3. Where a Club has three (3) or more outfield Players or one (1) goalkeeper from one (1) team participating in an FFV/FFA approved representative match, camp or tour which conflicts with a FFV Competition Fixture in which that team is required to participate, it may seek the postponement of that FFV Competition Fixture. These may include but are not limited to:

1.14.3.a. FFA National Championships (Football & Futsal)

1.14.3.b. FFV State Team

1.14.3.c. Regional Challenge Cup

1.14.3.d. National Team

1.14.4. All requests pursuant to Rule 1.14.3 must be received no less than 10 days prior to the FFV Competition Fixture, unless the player is called up within this 10 day period by FFV/FFA. FFV shall determine the outcome of that request in its absolute discretion and that decision cannot be appealed or reviewed.

### **1.15. Lighting and/or Discharging of Flares or Other Flammable Objects/Throwing Objects**

1.15.1. The lighting and/or discharging of flares or other flammable objects and/or the throwing of objects is strictly prohibited in all FFV Competition Fixtures.

1.15.2. The Club(s) of any Club Associate(s) who is in breach of Rule 1.15 will be held fully accountable for the actions of their Club Associates.

1.15.3. Each Club must take steps to ensure that its Club Associates are made aware of this prohibition and do not breach this requirement, regardless of whether the Club is playing at home or away.

1.15.4. Clubs or Club Associates who are in breach of Rule 1.15 will be fined at level BR6 in accordance with the GDT. In addition FFV may deduct points from a team or teams, or take further disciplinary action if it sees fit.

### **1.16. Discrimination and Vilification**

1.16.1. In order to address issues of discrimination and vilification, FFV has adopted the FFA National Member Protection Policy (**MPP**) for all FFA affiliated Competition Administrators, Clubs and Club Associates. The MPP can be found by clicking the following [link](#).

1.16.2. FFV has partnered with the Victorian Equal Opportunity and Human Rights Commission in order to promote *Fair, Go Sport!* The aim of this project is to eradicate discrimination, particularly against those who identify as gay, lesbian, bisexual, transgender, intersex and queer.

1.16.3. FFV has partnered with VicHealth in order to promote the Bystander Intervention Program. The aim of this program is to eradicate race and ethnic based discrimination.

1.16.4. The Federation welcomes and fosters diversity in the world game. All Persons, Clubs, Players, Referees and/or Stakeholders involved with football are mandated to promote and provide safe and inclusive environments for all.

### **1.17. Club Compliance**

1.17.1. In order to be eligible to compete in FFV competitions in 2014 a Club must have complied with all requirements of FFV's Club Compliance Program in force from time to time including but not limited to all regulatory requirements of Consumer Affairs Victoria and the Australian Securities and Investment Commission.

### **1.18. Correspondence/Communication**

1.18.1. All correspondence by FFV to Clubs shall be deemed to have been received by Clubs:

1.18.1.a. in the case of email or fax communication immediately;

1.18.1.b. in the case of communication sent by mail two (2) days after such communication was posted.

1.18.2. Clubs must ensure that postal mailboxes, specified email accounts and the FFV website is checked regularly, and that any information received is forwarded to the addressee or relevant parties.

1.18.3. All correspondence relating to club requests, including, but not limited to; FFV Competition Fixtures, forfeits, grading, result disputes and disciplinary matters must be made by a Club representative listed on MyFootballClub. Requests made by anyone not listed as a Club representative in MyFootballClub may not be actioned.

1.18.4. All Clubs must have an active email address and phone number and ensure that this address and phone number and all other relevant details are current and up to date in MyFootballClub.

## 2. COMPETITION RULES

---

### 2.1. General Information

- 2.1.1. All FFV Competition Fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 2.1.2. Only teams from FFV registered clubs, country affiliates or representative teams may enter FFV competitions.
- 2.1.3. If a team is withdrawn on or before the point of the season at which all teams have played each other once a 'BYE' will be inserted to replace the withdrawn team in the fixture, and all championship points along with goals scored (for & against) that team will be erased. All Best & Fairest or Gold Medal votes gained in FFV Competition Fixtures involving the withdrawn team will be erased.
- 2.1.4. If a team is withdrawn after the point of the season at which all teams have played each other an equal number of times, a 'BYE' will be inserted for the remainder of the season to replace the withdrawn team in the fixture, and:
  - 2.1.4.a. all championship points along with goals scored (for & against) for FFV Competition Fixtures involving the withdrawn team up to the point of the season at which all teams have played each other an equal number of times will remain.
  - 2.1.4.b. all championship points along with goals scored (for & against) for FFV Competition Fixtures involving the withdrawn team after the point of the season at which all teams have played each other an equal number of times will be erased.
  - 2.1.4.c. For the avoidance of doubt, FFV may consider forfeited matches as played for the purpose of Rule 2.1.4.
- 2.1.5. To avoid doubt, FFV Competition Fixture results will be removed from the most recent FFV Competition Fixture(s).
- 2.1.6. If a team withdraws prior to the start of the competition season and cannot be replaced, a "BYE" will be inserted into the relevant fixture or the fixture may be amended to accommodate the new number of teams.
- 2.1.7. If a team withdraws from a league involving fewer than 9 teams or greater than 10 teams, additional FFV Competition Fixtures may be added or removed to ensure all teams play an equal number of FFV Competition Fixtures. FFV Competition Fixtures will be preferentially scheduled to the catch up round before being scheduled mid-week.
- 2.1.8. FFV may alter FFV Competition Fixture kickoff times as it deems necessary.

## **2.2. Player Eligibility**

- 2.2.1. A Player is eligible to play in his or her team provided he or she:
- 2.2.1.a. has been registered in line with FFA and FFV Registration Regulations,
  - 2.2.1.b. is not under suspension by FFV/FFA,
  - 2.2.1.c. meets the competition's age group and gender guidelines, if applicable.
  - 2.2.1.d. is listed on the Match Record.
  - 2.2.1.e. presents a current Player ID Card upon request to the Match Official prior to the commencement of the FFV Competition Fixture, where competitions require ID cards.
  - 2.2.1.f. Meets competition requirements for finals or playoffs.
- 2.2.2. If there is a dispute about any player(s), the Match Official must note the details and send these to FFV together with an Incident Report. No Club or Match Official may prevent a player from taking the field in an FFV Competition Fixture on suspicion of ineligibility.
- 2.2.3. Any Club that wishes to lodge an official protest must do so in accordance with GDT.

## **2.3. Gender Rules**

- 2.3.1. Females who turn 14 or above in the 2014 calendar year may play in their equivalent age group of male competitions provided they first obtain approval in writing from FFV. Supporting documentation from parent(s) or guardian(s) will be required.
- 2.3.2. Females who are under the age of 14 for the whole of the 2014 calendar year may play in their equivalent age group of male competitions without the prior approval of FFV.
- 2.3.3. Males may not play in any female competitions at any age level.
- 2.3.4. Females who turn 19 or above in the 2014 calendar year may play in their equivalent age group of male competitions provided they first obtain approval in writing from FFV.

## **2.4. Competition Structures**

Specific regulations for the different competitions are set out in the schedules to these Rules and shall form part of these Rules.



### 3. FIXTURE REQUIREMENTS

---

#### 3.1. Facilities/Pitch Arrangements

3.1.1. It is the responsibility of all Clubs to:

3.1.1.a. provide a venue that complies with the minimum class of facility listed in Table 3.1

Table 3.1 – Minimum Class of Facility Required for all Leagues

League	Minimum Class of Facility Required
Men's State League 1 (MSL1)	C
Men's State League 2 & 3 (MSL2 & MSL3)	C
Men's State League 4 (MSL4)	C
Men's State League 5 (MSL5)	D
Men's Metropolitan League, and Metropolitan Masters League	D
Women's Premier League (WPL)	C
Women's State League (WSL)	D
Junior Competitions & all other competitions	D

3.1.1.b. provide a safe environment for Players, Match Officials, Club Officials and spectators;

3.1.1.c. ensure that their facilities and equipment are clean and fit for purpose;

3.1.1.d. ensure that all applicable State and local government statutory and other requirements have been met in respect of their facilities including but not limited to:

3.1.1.d.i. legitimate approved use of the facility by the owner or land manager

3.1.1.d.ii. requirements under the Planning and Environment Act 1987, Food Act 1984 and Building Act 1993; and,

3.1.1.d.iii. any local laws.

3.1.2. A Club which advises FFV prior to a season that it cannot provide facilities in accordance with Rule 3.1 or which, during the course of the season, are found by FFV to not comply with these requirements may:

3.1.2.a. have its home FFV Competition Fixtures fixtured by FFV at an alternate venue however will still be considered the Home Club for any such FFV Competition Fixture or

- 3.1.2.b. must, upon request by FFV, advise what steps the Club will take to ensure that it can meet these facility requirements and may be relegated to such League as FFV deems appropriate.
- 3.1.2.c. have team(s) withdrawn from competition
- 3.1.3. FFV may in its sole discretion upon written request grant a temporary dispensation from compliance with the above requirements to a Club which:
  - 3.1.3.a. is in the process of upgrading its facilities to FFV's requirements; or
  - 3.1.3.b. due to circumstances beyond its reasonable control the Club cannot comply with these requirements; or
  - 3.1.3.c. has satisfied FFV that the Club is taking all reasonable steps to ensure compliance with these facility requirements.
- 3.1.4. FFV will not grant dispensation pursuant to Rule 3.1 from compliance with any requirement that relates to matters of safety or legislative compliance.
- 3.1.5. During the course of a season if any Club's facilities do not meet these requirements that Club may:
  - 3.1.5.a. be fined at a level up to BR5 in accordance with the GDT.
  - 3.1.5.b. have its remaining home FFV Competition Fixtures fixtured by FFV at an alternate venue however will still be considered the Home Club for any such FFV Competition Fixture; or
  - 3.1.5.c. be deemed to have forfeited any FFV Competition Fixture which has not been able to be played due to the failure to meet these requirements in which case the result will be recorded as a 3-0 forfeit by each of that Club's teams scheduled to play at that facility.

### **3.2. The Technical Area**

- 3.2.1. A maximum of 9 persons are permitted to be within the Technical Area.
  - 3.2.1.a. This can only include the coach and assistant coach, the team manager, the substitutes and a registered health practitioner, sports trainer or accredited first aider
- 3.2.2. Notwithstanding Rule 3.2.4. all persons must remain seated within the confines of the Technical Area, except in special circumstances e.g., a physiotherapist or doctor entering the field of play, with the Match Official's permission, to assess an injured player.
- 3.2.3. Players may leave the Technical Area to warm up, provided it does not interrupt the view of any Match Official.
- 3.2.4. Only one (1) person may stand up at one (1) time within the Technical Area.

- 3.2.5. All persons within the Technical Area must be wearing colours that clearly distinguish them from all Players and Match Officials on the field of play e.g. a bib, jackets.
- 3.2.6. The Match Official may expel any person from the Technical Area at any time as he or she sees fit. The FFV Competition Fixture will not recommence until that person has left the Technical Area and field of play to the Match Official's satisfaction.
- 3.2.7. A Player or Club Associate who is under suspension must not be present in the Technical Area.

### **3.3. Match Records**

- 3.3.1. Clubs must list on the Match Record all players taking part in a FFV Competition Fixture and must produce to the Match Official a Match Record:
  - 3.3.1.a. in the case of Premier League (Women's) not less than 60 minutes before the commencement of any FFV Competition Fixture.
  - 3.3.1.b. in the case of all other competitions, unless otherwise stated in that competition's regulations, not less than 30 minutes before the commencement of any FFV Competition Fixture.
- 3.3.2. A club will be guilty of Misconduct if:
  - 3.3.2.a. any player listed on the Match Record is ineligible;
  - 3.3.2.b. More than 16 players are listed on the Match Record.
- 3.3.3. A representative from each team must sign the Match Record at the conclusion of the FFV Competition Fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- 3.3.4. If a Club disagrees with any of the details on its own team's Match Record, the Club must sign and indicate any disputed information by circling that specific detail. Only the following information can be disputed:
  - 3.3.4.a. Goal Scorers
  - 3.3.4.b. Red and Yellow Cards
- 3.3.5. Disputes will only be investigated if the following evidence is submitted:
  - 3.3.5.a. Full Match Record
  - 3.3.5.b. Video and/or photographic evidence
  - 3.3.5.c. Statutory Declaration(s)

- 3.3.6. Match Records will only be amended if FFV is satisfied that the information disputed is proven beyond reasonable doubt. FFV's decision shall not be appealable.
- 3.3.7. Once signed by all parties at the conclusion of the FFV Competition Fixture, each Club must make a copy of its Match Record available to the opposing team.
- 3.3.8. Failure to list the shirt number, full name and FFA ID number for each player or adding players on the Match Record after submission to the Match Official and without their permission may result in a BR1 fine.

### **3.4. Ground Marshals**

- 3.4.1. Each Club must provide the number of marshals as directed by FFV.
- 3.4.2. Ground Marshals must:
  - 3.4.2.a. be at least 18 years old;
  - 3.4.2.b. be in clearly identifiable uniform;
  - 3.4.2.c. be visible from the field of play at all times; and,
  - 3.4.2.d. escort the Match Official(s) to and from the change rooms and the field of play at half time and full time.
- 3.4.3. Match Officials must not leave their dressing rooms to enter the field of play or return to their rooms from the field of play until the identifiable Ground Marshals are present.

Table 3.4 – Minimum Number of Ground Marshals for all Leagues

<b>League</b>	<b>Minimum Number of Ground Marshals</b>
MSL1, MSL2, MSL3	4
MSL4 & MSL5	2
Men's Metropolitan League and Metropolitan Masters League	2
WPL	4
WSL	2
Junior Competitions	2
All other competitions	2

- 3.4.4. FFV may vary the minimum Ground Marshal arrangements for any FFV Competition Fixture at any time.
- 3.4.5. Each FFV Club, home and away, is required to provide 50% of the required marshals for all FFV Competition Fixtures.

### **3.5. Player's Strip/Apparel**

#### *3.5.1. Clothing and Protective Gear*

- 3.5.1.a. All teams must nominate a 'Home' playing strip. These must be entered into FFV's online competition management system (Fox SportsPulse) at least 10 days prior to Round 1 of the relevant FFV Competition.
- 3.5.1.b. Predominantly black playing shirts will not be permitted under any circumstances.
- 3.5.1.c. The Home Club is required to wear their nominated 'Home' playing strip.
- 3.5.1.d. In the instance of a clash between the home and away team as determined by the Match Official, the away team is required to provide a sufficiently alternate playing strip.
- 3.5.1.e. Bibs are not permitted to be worn in any FFV Competition Fixture.
- 3.5.1.f. All playing shirts must have a visible number on the back of the shirt.
- 3.5.1.g. All playing numbers displayed on shirts must be unique within the team.
- 3.5.1.h. A Club may be penalised pursuant to the GDT if:
  - 3.5.1.h.i. a FFV Competition Fixture does not commence due to an inability to resolve a clash of strips, and it can be established that such Club or team did not comply with Rule 3.5.1.d, or
  - 3.5.1.h.ii. a Club changes their home playing strip without notifying FFV Competitions via [competitions@footballfedvic.com.au](mailto:competitions@footballfedvic.com.au) by no later three days prior to FFV Competition Fixture, and this change results in a FFV Competition Fixture being postponed.
- 3.5.1.i. Goalkeepers may wear any colour except black, provided it does not clash with either team or the Match Official.

#### *3.5.2. Eyewear*

- 3.5.2.a. Any player requiring vision correction should wear contact lenses, or wear spectacles that:
  - 3.5.2.a.i. are firmly secured with a sports band or adjustable strap,
  - 3.5.2.a.ii. have purpose-designed and closely fitted curled ends on the arms, or

- 3.5.2.a.iii. are specially designed protective sports glasses constructed of plastic with rubberised cushioning and no metallic parts.

### **3.6. Stretchers / First Aid**

- 3.6.1. Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use, as outlined in Schedule 1, at all FFV Competition Fixtures.
- 3.6.2. Each Home Club must provide a First Aid Kit including, but not limited to:
  - 3.6.2.a. Band Aids;
  - 3.6.2.b. Bandages; and
  - 3.6.2.c. Ice Pack (or other available ice).

### **3.7. Smoking / Drinking At League Venues**

- 3.7.1. It is prohibited for anyone to smoke or consume alcohol within the confines of the field of play.
- 3.7.2. Clubs are responsible for ensuring that smoking and drinking alcohol are confined to licensed and permitted areas.

### **3.8. National Flags, Slogans & Emblems**

- 3.8.1. 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 FFV Competition Fixture.
- 3.8.2. 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.
- 3.8.3. 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.
- 3.8.4. FFV may require the immediate removal of any offending material at any time.

### **3.9. Lighting Standards**

- 3.9.1. Clubs wishing to play FFV Competition Fixtures under lights must ensure that lighting for those FFV Competition Fixtures complies with the FFV Lighting Policy set out in Schedule 2.

## 4. FIXTURE DETAILS

---

### 4.1. Duration of FFV Competition Fixtures

#### 4.1.1. Periods of Play

- 4.1.1.a. All FFV Competition Fixtures will be played over Normal Time as specified in Table 4.1.

Table 4.1 – Duration of Normal Time across Age Groups

Age Group	Duration of FFV Competition Fixtures – Normal Time
Under Twelve (12) Boys	2 x 25 minute halves (= 50 minutes)
Under Thirteen (13) Boys	2 x 25 minute halves (= 50 minutes)
Under Fourteen (14) Boys	2 x 30 minute halves (= 60 minutes)
Under Fifteen (15) Boys	2 x 35 minute halves (= 70 minutes)
Under Sixteen (16) Boys	2 x 40 minute halves (= 80 minutes)
Under Seventeen (17) Boys	2 x 40 minute halves (= 80 minutes)
Under Eighteen (18) Boys	2 x 45 minute halves (= 90 minutes)
Under Twenty (20) Boys	2 x 45 minute halves (= 90 minutes)
Under Twelve (12) Girls	2 x 25 minute halves (= 50 minutes)
Under Thirteen (13) – Fourteen (14) Girls	2 x 30 minute halves (= 60 minutes)
Under Fifteen (15) – Sixteen (16) Girls	2 x 40 minute halves (= 80 minutes)
Under Eighteen (18) Girls	2 x 45 minute halves (= 90 minutes)
Senior Women's	2 x 45 minute halves (= 90 minutes)
Senior Men's	2 x 45 minute halves (= 90 minutes)

- 4.1.1.b. Periods of play for specific competitions may be altered by FFV provided they are implemented throughout the age group or competition.
- 4.1.1.c. The Match Official may cut short any FFV Competition Fixture if in the Match Official's opinion playing conditions compromise player safety or to prevent the delay to the commencement of any subsequent FFV Competition Fixture from its scheduled kickoff time only if:
- 4.1.1.c.i. it is in line with FIFA rules
  - 4.1.1.c.ii. he or she has notified the coaches of each participating team.

#### 4.1.2. Commencement Time

- 4.1.2.a. Teams must be ready to begin playing by the stated kick off time.
- 4.1.2.b. If either team is not ready to begin playing within 15 minutes of the scheduled kick off time the Match Official may:



- 4.1.2.b.i. In the case where only one (1) team is not ready the offending team shall forfeit the FFV Competition Fixture.
- 4.1.2.b.ii. In a case where both teams are not ready, postpone the FFV Competition Fixture. This match may be awarded as a no result.
- 4.1.2.c. In a case where both teams and the Match Official agree the FFV Competition Fixture may commence up to 30 minutes after the scheduled kick off time, provided it does not delay the kick off of subsequent FFV Competition Fixtures either at that venue or to which the Match Official is appointed.

#### 4.1.3. *Half Time Interval*

The half-time interval must be a minimum of 5 minutes and no longer than 15 minutes in duration.

## **4.2. Abandoned FFV Competition Fixtures**

- 4.2.1. FFV Competition Fixtures may only be abandoned by a decision of the Match Official.
- 4.2.2. The FFV Competition Fixture may be abandoned for any, but not limited to, the following reasons:
  - 4.2.2.a. any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven (7) Players;
  - 4.2.2.b. the lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;
  - 4.2.2.c. the Match Official determines that playing conditions have become unsafe or untenable for any reason; or
  - 4.2.2.d. the Match Official, in consultation with security staff and ground marshals, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason.
- 4.2.3. If a FFV Competition Fixture is abandoned due to a matter set out in Rule 4.2.2 FFV may determine the outcome of the FFV Competition Fixture as follows:
  - 4.2.3.a. If 80 per cent or more of Normal Time of a FFV Competition Fixture has been played then the score at the time of abandonment may stand.
  - 4.2.3.b. FFV Competition Fixture to be replayed in full.
  - 4.2.3.c. FFV Competition Fixture to be awarded as a 'No Result'.

- 4.2.3.d. FFV Competition Fixture result is 0-0.
  - 4.2.3.e. FFV Competition Fixture result is 3-0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club. The greater result will stand.
  - 4.2.3.f. FFV Competition Fixture to be replayed from the time at which the original FFV Competition Fixture was abandoned.
  - 4.2.3.g. FFV Competition Fixture result to stand.
  - 4.2.3.h. Refer the matter to the Tribunal.
- 4.2.4. Any player suspended for an abandoned FFV Competition Fixture will be deemed to have served one (1) match of their suspension if the FFV Competition Fixture is not replayed. If FFV subsequently determines the abandoned match must be replayed, the player will serve their suspension in their next available FFV Competition Fixture.
- 4.2.5. Further, any Club or Club Associate found to be responsible either in whole or in part for the abandonment of a FFV Competition Fixture may be fined at level BR6 under the GDT may be guilty of Misconduct and may be subject to further penalties under the GDT.
- 4.2.6. When a FFV Competition Fixture is abandoned, all Match Officials are entitled to receive 100% of their normal Match Fee.

### **4.3. Postponed/Rescheduled FFV Competition Fixtures**

- 4.3.1. FFV Competition Fixtures may only be postponed by the Match Official or by FFV Competitions staff. FFV Competition Fixtures may only be rescheduled by FFV Competitions staff.
- 4.3.2. If a FFV Competition Fixture is postponed by the Match Official, both the Match Official and the Home Club must notify FFV by the following working day of the scheduled FFV Competition Fixture.
- 4.3.3. FFV will determine the new time and date for the playing of a postponed/rescheduled FFV Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled FFV Competition Fixture as determined by FFV and any Club which fails to do so will automatically forfeit the FFV Competition Fixture and may face action under the GDT.
- 4.3.4. Any postponed or abandoned FFV Competition Fixture that requires rescheduling will be rescheduled into the next available catch-up round. Only when all catch-up rounds have been exhausted, or upon the written agreement of both clubs will any rescheduled FFV Competition Fixture be played midweek.

- 4.3.5. To avoid doubt the catch up round after the end of the Regular Season is to be used only for replaying FFV Competition Fixtures from the last round of the Regular Season other than in exceptional circumstances.
- 4.3.6. Any FFV Competition Fixture ordered by FFV to be replayed must be completed by no later than one (1) week after the conclusion of the relevant season unless otherwise approved or directed by FFV in writing. FFV may record the result of any FFV Competition Fixture not completed within this time frame as a 'No Result'.
- 4.3.7. Any Club Associate or Club found guilty of rearranging a FFV Competition Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be fined at level BR6 under the GDT and may be subject to further penalties under the GDT.
- 4.3.8. In addition to the above, FFV may record the final score of any such FFV Competition Fixture as a 'No Result'.
- 4.3.9. When a FFV Competition Fixture is postponed, all appointed Match Officials are entitled to receive 50% of their normal Match Fee if the Match Official was present at the pitch when the FFV Competition Fixture was postponed. Match official's may not claim more than one (1) postponed match fee from one venue on one day.
- 4.3.10. In the event of a postponed or abandoned FFV Competition Fixture which is required to be replayed, clubs have five (5) business days from the originally scheduled FFV Competition Fixture to arrange an alternate date and venue. The date must fall within the Regular Season. Both date and venue must be approved by FFV. If no venue and date is provided the FFV Competition Fixture will be rescheduled at FFV's discretion.

#### **4.4. Weather Conditions**

- 4.4.1. FFV and/or the Match Official may postpone, delay or abandon any FFV Competition Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants.
- 4.4.2. If 30 minutes before kick off the temperature at the venue is 32° or above, water bottles maybe made available to enable any player to take a drink during the course of the FFV Competition Fixture. Permission of the Match Official to take a drink is not required.
- 4.4.3. If conditions are considered extreme by the Match Official, he or she may allow a 2 minute break during the course of each half.

#### **4.5. Restrictions on Pitch Usage**

- 4.5.1. FFV may take whatever action is deemed necessary if any FFV Competition Fixture(s) are affected by restrictions on the usage of pitches or where more than one (1) FFV Competition Fixture is scheduled to take place on a pitch.

#### 4.6. Match Points

4.6.1. In all FFV Competition Fixtures, match points will be awarded as follows:

Result	Match Points Awarded
WIN	Three (3) points
DRAW	One (1) point
LOSS	Zero (0) points
FORFEIT	Three nil loss
NO RESULT	Zero (0) points and zero (0) goals awarded to either team

4.6.2. FFV reserves the right to record any FFV Competition Fixture as a 'No Result'.

4.6.3. At the end of the Regular Season, all teams will be ranked from highest to lowest by virtue of the total number of Championship points received.

4.6.4. If one (1) or more teams finish the Regular Season on the same number of points, their final position will be determined as follows:

- 4.6.4.a. the team with the greatest Goal Difference will finish higher.
- 4.6.4.b. if Goal Difference is the same, then the team that has scored the most Goals FOR will be deemed to have finished higher.
- 4.6.4.c. if Goal Difference is the same and Goals FOR is the same, then the final order will be determined by the aggregate results of FFV Competition Fixtures played between the teams.
- 4.6.4.d. if the aggregate scores between the teams are the same, then away goals will count as double.

4.6.5. If one (1) 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.

4.6.6. If the final standing has a bearing on promotion or relegation to another competition or Finals, then FFV may call for a playoff, draw lots, or take into account each team's disciplinary record.

#### 4.7. Non-Participation in a FFV Competition Fixture

4.7.1. Clubs are obliged to participate in all FFV Competition Fixtures. Any Club which fails to do so will be penalised as follows and may also be subject to further sanction under the GDT:

- 4.7.1.a. The team will be deemed to have forfeited the FFV Competition Fixture.
- 4.7.1.b. if notified by 9.00am five (5) days prior to the FFV Competition Fixture no fine will apply.

- 4.7.1.c. if notified by 9.00am three (3) days prior to the FFV Competition Fixture a fine at the level listed in Table 4.7a will apply;
- 4.7.1.d. if notified after 9.00am three (3) days prior to the FFV Competition Fixture a fine at the level listed in Table 4.7b will apply;
- 4.7.1.e. if both teams refuse to play or are not ready to commence the FFV Competition Fixture as scheduled (refer to Rule 4.1.2b.ii.), FFV will award a 'No Result'.
- 4.7.1.f. In the event of forfeit without adequate notification to FFV, the payment of any Match Official Match Fees is entirely (100%) the responsibility of the non-participating team. The payment will be shared (50%) if both teams do not participate in the FFV Competition Fixture.

Table 4.7a - Non-Participation Fines

Competition	Senior Team Sanction	Reserve Team Sanction
WPL	BR3	BR1
MSL1, MSL2 & MSL3	BR3	BR1
WSL1	BR2	BR1
MSL4 & MSL5	BR2	BR1
WSL2 - 4	BR1	N/A
Metropolitan & Metropolitan Masters League	BR1	N/A
Junior Leagues	BR1	N/A
All other leagues	BR1	N/A

Table 4.7b - Forfeit Fines

Competition	Senior Team Sanction	Reserve Team Sanction
WPL	BR6	BR2
MSL1, MSL2 & MSL3	BR6	BR2
WSL1	BR4	BR2
MSL4 & MSL5	BR4	BR2
WSL 2 - 4	BR2	N/A
Metropolitan & Metropolitan Masters League	BR2	N/A
Junior Leagues	BR2	N/A
All other leagues	BR2	N/A

- 4.7.2. Non-participation and forfeit fines for specific competitions may be altered by FFV provided that they are implemented throughout the competition.
- 4.7.3. When insufficient players are available the senior team must take priority over a reserve team. Failure to field either team will be subject to the fines listed above.

- 4.7.4. Any team who fails to participate in 3 FFV Competition Fixtures within a Regular Season may be removed from that competition.
- 4.7.5. Any reserve team that fails to participate in three (3) FFV Competition Fixtures may result in senior team being removed from competition.

#### **4.8. Change of Venue/Fixture Requests**

##### *4.8.1. Change of Venue Requests*

- 4.8.1.a. Change of venue requests may only be made on the basis of perceived unplayable pitch conditions, or to relocate a FFV Competition Fixture to an improved facility.
- 4.8.1.b. A written request, including booking confirmation, to relocate a FFV Competition Fixture to an improved facility must be received by FFV no less than ten (10) days prior to a FFV Competition Fixture. FFV shall consider factors such as maintaining kick off times, relative distance to travel, and the quality of the facility and playing surface when considering such requests. Any request that involves change to kickoff times or dates will be subject to Rule 4.8.2.

##### *4.8.2. Fixture Date/Time Change Requests*

- 4.8.2.a. FFV will consider fixture changes if the following criteria is met:
  - 4.8.2.a.i. Written consent is provided to FFV by registered officials of both clubs.
  - 4.8.2.a.ii. The request is received no later than 21 days prior to the fixture. Exemptions may be granted for Rounds 1-3.
- 4.8.2.b. No date or time change request will be accepted for the final round of any Men's or Women's Premier or State League fixtures.
- 4.8.2.c. Scheduled FFV competition Catch-up and Cup Rounds will only be used in the case of postponed or abandoned FFV Competition Fixtures.
- 4.8.2.d. Exemption from Rule 4.8.2.c may only be made if;
  - 4.8.2.d.i. a request is made in accordance with Rule 4.8.2.a. and;
  - 4.8.2.d.ii. five (5) days prior to the catch up or cup round neither team are involved in any other matches being played in that catch-up or cup round.

4.8.3. Rules 4.8.1 and 4.8.2 do not apply to finals or playoff FFV Competition Fixtures.

4.8.4. FFV's decision in regards to rescheduling of FFV Competition Fixtures will be final and binding on all parties and shall not be appealable.

## 5. MATCH OFFICIALS

---

### 5.1. Match Official Fees

- 5.1.1. For the 2014 Season, the Match Official fees as set out on the FFV website will apply but are subject to change at any time.
- 5.1.2. Unless otherwise stated in the Competition Regulations, payment in cash or cheque of all fees for Match Officials must be made by the Home Club.
- 5.1.3. If payment is made by cheque, and that cheque is subsequently dishonoured, the Club may be fined at level BR2 under the GDT.
- 5.1.4. If a FFV Competition Fixture is abandoned or postponed, all Match Officials are entitled to receive Match Fees in accordance with Rules 4.2.6 and 4.3.9 respectively.

### 5.2. Assistant Match Officials

- 5.2.1. Where available, two (2) Assistant Match Officials shall be appointed to a FFV Competition Fixture to assist the Match Official.
- 5.2.2. If insufficient Assistant Match Officials have been appointed, each team must provide an Assistant Match Official. Failure to comply will result in a forfeit.

### 5.3. Non-Attendance or Unavailability of Match Official

- 5.3.1. If the Match Official fails to honour his or her appointment, the next most senior Match Official ('Replacement') will take charge of the FFV Competition Fixture.
- 5.3.2. If the Match Official is late arriving at a FFV Competition Fixture, the Replacement will take charge until the Match Official is ready to take over.
- 5.3.3. If no registered Match Official is present to act as the Replacement ten (10) minutes prior to the FFV Competition Fixture, both clubs should agree on a replacement. If, by the scheduled kick off time, no agreement can be reached, the Home Club must appoint a person to act as the Match Official for the FFV Competition Fixture.
- 5.3.4. If any FFV Competition Fixture does not kick off within 15 minutes of the scheduled kick off time due to the absence of a Match Official the Home Club will forfeit the FFV Competition Fixture.
- 5.3.5. All Clubs must fulfill all FFV Competition Fixtures, regardless of whether or not the FFV-appointed Match Official is present to take charge. Failure to do so may result in a fine and other action under the GDT.

#### **5.4. Decisions of the Match Official**

- 5.4.1. The decisions of the Match Officials about any fact connected with the play are final and cannot be disputed by any party.

#### **5.5. Pitch & Facility Exception Report**

- 5.5.1. At the conclusion of each FFV Competition Fixture, the Match Official must complete the Pitch & Facility Exception Report, where necessary, and then ensure all relevant FFV Competition Fixture documentation is lodged with the FFV within two (2) working days.

#### **5.6. Match Records**

- 5.6.1. At the conclusion of each FFV Competition Fixture, the Match Official shall consult with his or her Assistant Match Officials, where appointed, and confirm the correctness of all FFV Competition Fixture information before completing both Match Records.
- 5.6.2. Match Records must be submitted to FFV no later than two (2) working days after the FFV Competition Fixture date.

#### **5.7. Player Safety and Blood Rule**

- 5.7.1. The Match Official must ensure that any player who suffers an injury or wound which results in the loss of blood leaves the pitch immediately for the purpose of receiving medical attention.
- 5.7.2. The Match Official may allow the injured player to rejoin the FFV Competition Fixture only after the Match Official is satisfied that the injury or wound has been safely covered and contained.
- 5.7.3. If a player's uniform or attire has blood spilt on it, the Match Official may require the player to change his or her attire before rejoining the FFV Competition Fixture.
- 5.7.4. 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 Match Official may allow the player to wear an alternative numbered, or blank, shirt.



## **6. REGISTRATION**

---

**6.1. The Registration Process is set out in the 2014 FFV Registration Regulations.**

## 7. CODES OF BEHAVIOUR

---

**7.1. The following Codes of Behaviour incorporate the Australian Sports Commission template Code of Behaviour, the FFA National Code of Conduct and the FFA National Spectator Code of Behaviour. -These codes are deemed to be incorporated into these Rules of Competition and are outlined below.**

### **7.2. Overview**

- 7.2.1. It is vital that everyone involved in Football, whether they are athletes, coaches, parents, officials or supporters, understand their responsibilities to ensure that all participants enjoy the sport.
- 7.2.2. 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.
- 7.2.3. 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.

### **7.3. General Principles for all Persons Involved in Sport**

- Operate within the Rules and spirit of Football, promoting fair play over winning at any cost.
- Encourage and support opportunities for people to learn appropriate behaviours and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each person as an individual.
- Display control and courtesy to all involved with the sport.
- Respect the rights and worth of every person regardless of their gender, ability, cultural background or religion.
- Respect the decisions of officials, coaches and administrators in the conduct of the sport.
- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance will exist) with people under the age of 18 years.
- Adopt appropriate and responsible behaviour in all interactions.
- Adopt responsible behaviour in relation to alcohol and other drugs.
- Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- Ensure your decisions and actions contribute to a safe environment.
- Do not tolerate harmful or abusive behaviours.
- Do not bring the game of Football into Disrepute, by engaging in discriminatory, offensive or criminal behaviour.
- Ensure your decisions and actions contribute to a harassment free environment.
- Do not bring the game into Disrepute by engaging in harassment, including sexual harassment or any unwelcome sexual conduct which makes a person feel offended, humiliated and/or intimidated.

- Do not bring the game into Disrepute by provoking or inciting hatred or violence, including crowd violence.
- Do not bring the game into Disrepute by engaging in corruption, forgery or falsification, or by abusing a position to obtain a personal benefit.
- Do not bring the game into Disrepute by the throwing or fixing of a match, by accepting bribes, or by any conduct intended to unfairly effect the result of a match;
- Do not bring the game into Disrepute by any other conduct that materially injures the reputation and goodwill of Football.  
(NB for the purposes of this code of behaviour 'Disrepute' means conduct, statement or appearance in public that is damaging to reputation).

#### **7.4. Players' Code of Behaviour**

- Give your best at all times.
- Participate for your own enjoyment and benefit.
- Play by the Rules.
- 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.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport.
- Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition.
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Co-operate with your coach, teammates and opponents. Without them, there would be no competition.
- Remove all jewelry prior to training and Match play, as it is a hazard to you and those around you.
- Do not accept or use any banned or unauthorised drug(s), including the consumption of alcohol at any time.

#### **7.5. Coaches' Code of Behaviour**

- Place the safety and welfare of the athletes above all else.
- Help each person (athlete, official etc) reach their potential - respect the talent, developmental stage and goals of each person and compliment and encourage with positive and supportive feedback.
- Any physical contact with a person should be appropriate to the situation and necessary for the person's skill development.
- Be honest and do not allow your qualifications to be misrepresented.
- Be reasonable in your demands on younger players time, energy and enthusiasm
- Teach your players to abide by the rules and Laws of the Game
- Ensure that equipment and facilities meet a reasonable safety standard and is appropriate to the age and ability of the players
- Modify your approach to suit the skill levels and needs of players
- Develop and enhance respect between players, opposition coaches and the decisions of the Match Official
- 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

- Keep up to date with the latest coaching practices (refer to Coach Accreditation Criteria)
- Take time out to teach players (& others) the Laws of the Game, hence raising their awareness
- Remind all players to play within the spirit of the game at all times
- Ensure players are good sports and ensure each team member shakes the hand of their opponents at the conclusion of every Match
- Do not smoke or consume alcohol from the team bench (Technical Area) or sideline
- Remember the actions of yourself and your team is reflective of the perception others take away with them

#### **7.6. Administrators' Code of Behaviour**

- Act honestly, in good faith and in the best interests of the sport as a whole.
- Ensure that any information acquired or advantage gained from the position is not used improperly.
- Conduct your responsibilities with due care, competence and diligence.
- Do not allow prejudice, conflict of interest or bias to affect your objectivity.
- Help coaches and officials highlight appropriate behaviour and skill development, and assist in raising the standards of coaching and officiating.
- Ensure everyone involved in football emphasises fair play, and not winning at all costs.
- 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.

#### **7.7. Match Officials' Code of Behaviour**

- Place the safety and welfare of the athletes above all else.
- Be consistent and impartial when making decisions.
- Address unsporting behaviour and promote respect for all people.
- Modify your approach to suit the skill levels and needs of players.
- Praise and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Do not tolerate unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than focus on negative aspects.
- Encourage and promote rule changes to all players and members.
- Be a good sport yourself, as actions speak louder than words.
- Keep up to date with the latest trends in refereeing.
- Remember that you set the example on the park, therefore, your behaviour and comments should always be positive and supportive.

#### **7.8. Parents Code of Behaviour**

- Encourage children to participate and have fun.
- Focus on the child's effort and performance rather than winning or losing.
- Never ridicule or yell at a child for making a mistake or losing a competition.

## 7.9. 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:

- Respect the decisions of the Match Officials, and teach children to do the same;
- Never ridicule or unduly scold a child for making a mistake;
- Respect the rights, dignity and worth of every person regardless of their race, colour, religion, language, political views, national or ethnic origin;
- Not engage in the use of violence in any form, whether it is by other Spectators, Team Officials (including coaches) or Players;
- 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;
- Not carry, light or throw flares or missiles (including on to the field of play or at other spectators);
- Not enter the field of play or its surrounds without lawful authority; and
- 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 under the auspices of FFV, for a period of up to 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.

It is the host Club's responsibility to ensure this Spectator Code of Behaviour is implemented and enforced against all spectators.

## 7.10. Victorian Code of Conduct for Community Sport

Every person in Victoria has the right to participate in community sport which is safe, welcoming and inclusive. Equally everyone plays a part in ensuring their actions and behaviours are supportive of these values.

The Victorian Government's Respect Agenda is about ensuring that respect for ourselves, others and the community, is at the centre of what it means to be Victorian. As part of this Agenda, the Government is committed to enabling every person, in any capacity, to have the opportunity to participate in community sport without fear of abuse, intimidation and harassment.

State Sporting Associations and clubs also have a responsibility to ensure participation in any community sport event is free of any anti-social behaviour both on and off the field which prevents others from taking part and getting active.

The Victorian Code of Conduct for Community Sport outlines behaviours which are

expected to be followed by every person involved in community sport, as well as identifying the behaviours which must not be tolerated.

The Code supports A Right to Respect: Victoria's Plan to Prevent Violence Against Women by taking a zero tolerance stance towards violence against women. The Code also aims to encourage cultural and behavioural change to prevent it happening in the first place.

Acts of violence, discrimination and vilification are illegal acts within Victoria. It is a club's responsibility to not only report these to the appropriate legal authorities but to ensure these acts are not tolerated by the sport or club.

State Sporting Associations and clubs will have the responsibility of adhering to and enforcing the code through sport specific penalties. State Sporting Associations and clubs who don't adhere to and enforce the Code will not be eligible for funding from Sport and Recreation Victoria, and any existing funding will cease.

The Code provides the opportunity to make a positive impact on community participation in sport and recreation by encouraging appropriate behaviour at all times. Implementation of the Code will ensure that community sport remains safe and inclusive for all.

#### **7.11. Code of Conduct**

Every person: spectator, player, club member, official, participant, administrator, coach, parent or member of the community involved with the sport, should work to ensure:

- inclusion of every person regardless of their age, gender or sexual orientation
- inclusion of every person regardless of their race, culture or religion
- opportunities for people of all abilities to participate in the sport and develop to their full potential
- respect is shown towards others, the club and the broader community
- a safe and inclusive environment for all
- elimination of violent and abusive behaviour
- protection from sexual harassment or intimidation.

This Code applies to community sport, training and club sanctioned activities.

#### **7.12. Breaches of the Code**

Penalties will be issued once the breach has been confirmed through an appropriate assessment process by the relevant State Sporting Association or club. The following behaviours are considered breaches of the Code:

- Violent or abusive behaviour towards another person.
- Vilification of any kind towards another person.
- Discrimination against another person based on their age, gender or sexual orientation.
- Discrimination against another person based on their race, culture, religion or any other irrelevant personal characteristic.

- Sexual harassment or intimidation of another person.
- Victimisation of another person for exercising their rights through the Code of Conduct.
- Failure to maintain a safe environment.

### **7.13. State Sporting Association Responsibility**

The responsibility of a State Sporting Association through the Code of Conduct is to:

- promote the Code of Conduct to all persons involved in the sport or club
- ensure reporting and assessment processes are in place to identify and penalise breaches of the Code
- report on the implementation of the Code to the State Government on an annual basis
- ensure that every person involved in the sport is able to exercise their rights without fear of victimisation.

### **7.14. Implementation of the Code**

In 2011 all State Sporting Associations (SSAs) will be required to sign onto the Code and pledge their support by confirming the following actions:

- Ensure all components of the Code are included in an existing SSA code or through the creation of a new code for the SSA.
- Develop appropriate reporting and assessment processes for issuing penalties for breaches of the Code.
- Identify what penalties they will put in place for any breaches of the Code.
- Inform all affiliated clubs of their obligations under the Code, their expectations for reporting, assessing and acting upon breaches.

Any SSA or club applying for funding through Sport and Recreation Victoria (SRV) from 2011/11 will need to demonstrate their adherence and enforcement of the Code in order to be eligible for funding.

SSAs and clubs who don't adhere to and enforce the Code will not be eligible for funding through any SRV grants programs.

Councils applying for funding from SRV must ensure that sporting associations and clubs who are tenants at the site of the project are enforcing the code.

Sports Associations and clubs not aligned to an SSA will still be required to adhere to and enforce the Code in order to be eligible for funding from Sport and Recreation Victoria, if not any existing funding will cease.

### **7.15. Definitions**

**Person:** spectator, player, official, club member, participant, administrator, coach, parent or member of the community involved with the sport.

**State Sporting Association:** the peak body for a particular sport in the state and

affiliated with its National Sporting Organisation. The SSA is responsible for the development of the sport and the management and communication of the sport's rules and regulations to its affiliated clubs and members.

---



## 8. SCHEDULE 1 – MINIMUM REQUIREMENTS OF EACH VENUE CATEGORY

Heading	Rule #	Venue Class	Requirement
<b>Section 1 - Field of Play and Environs</b>			
General	1.1	All	The field of play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch size	1.2.1	A	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.2	B	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.3	C & D	Size 2 Pitch Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.4	Junior	Size 3 Pitch Length - Minimum 90 metres, maximum 105 metres Width - Minimum 50 metres, maximum 68 metres
Run offs	1.3	All	A minimum runoff area of 3 metres to any tripping hazard or solid obstruction, including fences and team benches, must be provided.
Goals	1.4.1		Goalposts and nets must be in accordance with the Laws of the Game. The goalposts and crossbar must be made of wood, metal or other approved material. They may be square, rectangular, round or elliptical in shape and must not be dangerous to players. The distance between the posts is 7.32 m and the distance from the lower edge of the crossbar to the ground is 2.44 m. Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm. The goalposts and crossbars must be white. Goals must have nets which must be secured effectively to the posts and ground to ensure the ball is trapped. The nets must be pulled back to allow sufficient safe space within the goal space.
Goals	1.4.2		Permanent and semi permanent goals must conform to Australian Standard AS 4866.1-2007 - Playing field equipment- Soccer goals Part 1: Safety aspects and be properly installed and secured. Movable goals must be compliant with the Australian

Competition and Consumer Commission's Consumer Protection Notice No.28 of 2010.

Goals must not have sharp edges protruding that may cause injury.

Corner posts and flags	1.5	All	Corner posts and flags must be in accordance with the Laws of the Game. Posts must not be metal or spring loaded. They must be plastic or wood and stand a minimum of 1.5 metres above the ground with a non-pointed top. Corner flags must not feature nationalistic emblems or reference.
Pitch surface	1.6.1	All	The field of play must be safe and even without trip hazards.
	1.6.2	A	The field of play must have an even grass coverage. No important area of the field, including goal areas, may be significantly without grass.
	1.6.3	All	If a hard-based cricket wicket is present on the field of play it must be covered with soil or be of a material similar to grass. The edges of the wicket must not protrude from the ground or in any way cause a tripping hazard. The field of play must be configured so that the hard cricket wicket is not located within the penalty area.
	1.6.4	A	The field of play must not include a hard-based cricket wicket.
Pitch surface - synthetic	1.6.5	All	Matches may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA 1 star standard.
Line markings	1.7.1	All	The playing pitch must be clearly marked in accordance with Law 1 and hence no extraneous line markings are allowed. The goal lines must be of the same width as the goalposts and the crossbar. All lines must be of the same width, which must be not more than 12 cm.

Line markings Exception	1.7.2	Note	<p><b>Exception for Junior Leagues and Men's Metropolitan and Metropolitan Masters Leagues.</b></p> <p>The playing pitch must be marked in accordance with Law 1. However, Matches may be played on fields with some minor additional markings as follows:</p> <p>a) the standard Law 1 markings must be in white and no less than 100 mm in width</p> <p>b) any extraneous markings must not be in white and must not be perceived as brighter than white and must not be greater than 75 mm in width</p> <p>c) the location and extent of extraneous markings must not be such as to be likely to cause significant risk of confusion to the referee in the officiating of the Match</p> <p>Approval to use a pitch with extraneous line markings is at the sole discretion of FFV and this approval must be provided in advance and subject to such conditions as FFV determines.</p>
Line marking products	1.7.3	All	<p>Only products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses may be used for line marking.</p> <p>Limil, Herbicides and other products such as 'Round Up' that are harmful to a person's health can cause damage to the playing surface are not to be used under any circumstances.</p>
Stretcher	1.8	All	<p>One stretcher suitable for first aid and emergency use must be placed at the half way line prior to the commencement of each Match. The stretcher must remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match. Wooden or canvas stretchers are not suitable.</p>
Pitch fence	1.9.1	A & B	<p>A permanent chain wire fence around the pitch meshed to the ground, with a minimum height of 1.1 metres, and at minimum 3 metres in distance from the side lines and goal lines,</p>
	1.9.2	C & D	<p>Where a pitch fence is not in place at least a rope or bunting around the pitch at a height of around 1 metre and a minimum 3 metres in distance from the side lines and goal lines must be in place to provide a clear indication of segregation of the playing area.</p>

Covered players race	1.10.1	A & B	A covered roof player's race from the dressing rooms to the playing area must be provided. The race must have a minimum height of 2.2 metres and a minimum width of 2 metres. For any portion of the race which is not solid wall or roof, shade cloth must be provided running the length of the players race at a height of a minimum at 1.5 metres set 0.5 metres from the ground,
	1.10.2	C & D	nil requirement
Technical area	1.11.1	All	A technical area must be marked for each team on the same side of the field and on opposite sides of the half way line. It must be located no closer than 7 metres and no greater than 20 metres from the half way line. The technical area extends 1 m on either side of the designated seated area and extends forward up to a distance no closer than of 1 m from the touch line.
	1.11.2	A, B	The technical area must be marked in accordance with the line marking requirements in 1.7.3.
	1.11.3	C, D	The technical area may be marked by crushable cones. If marked by lines they must be in accordance with the line marking requirements in 1.7.3.
Team benches	1.12.1	A, B, C	Two covered team benches or equivalent seating with adequate seating for <b>8</b> people must be provided.
	1.12.2	D	Two covered team benches or equivalent seating with adequate seating for <b>5</b> people must be provided.

## Section 2 - Player and Officials Amenities

Players change rooms	2.1.1	A	Four players' lockable dressing rooms ( <b>each minimum 25 m<sup>2</sup></b> ), must be provided, each with exclusive access to an immediately adjacent shower area and toilet facilities. The shower area must be finished in impervious material to a height of 1.2 m and have hot and cold water showers.
	2.1.2	B	Four players' lockable dressing rooms ( <b>each minimum 25 m<sup>2</sup></b> ), must be provided for each pitch in use. Each room must have access to a shower area and toilet facilities within the building structure.
	2.1.3	C	Two players' lockable dressing rooms ( <b>each minimum 25 m<sup>2</sup></b> ) must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within the building structure.

	2.1.4	D	Two players' lockable dressing rooms ( <b>each minimum 20 m2</b> ) must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within or adjacent to the building structure.
Officials room	2.2.1	A	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use. The room must be no smaller than 20 m2, with a writing desk or bench and chair and have exclusive access to a toilet and shower providing hot and cold water.
	2.2.2	B	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use.  The room must be no smaller than 20 m2, with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.3	C	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use. The room must be no smaller than 20 m2, with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.4	D	Match Officials must have exclusive access to a lockable dressing room The Match Officials room must be accessible without passing through any players' change room which is in use. This room must have a writing desk or bench and chair and have access within or adjacent to the building to a toilet and shower providing hot and cold water.
Massage table	2.3	A & B	One fully functional and purpose built massage table must be provided for each of the players dressing rooms
First aid	2.4.1	A	A first aid <b>room (minimum 10 m2)</b> , including basic first aid equipment and a bed or massage table all of which must be kept clean and sterile.
	2.4.2	B	A first aid <b>room</b> , including basic first aid equipment and a bed or massage table all of which must be kept clean and sterile.

2.4.3	C & D	A first aid <b>area</b> , which can be made private by the use of curtains, screens or similar and providing basic first aid equipment all of which must be kept clean and sterile.
-------	-------	---

### Section 3 - Spectator Amenities

Public toilets	3.1.1	A	Two toilet blocks must be provided for both male and female patrons (each section having a minimum of two cubicles) situated not more than 50 metres from the playing field.
	3.1.2	B	Male and female public toilets situated not more than 50 metres from the playing field must be provided.
	3.1.3	C	Male and female public toilets (or suitable unisex/family toilets) must be provided. These may be shared with player/Match Official toilets.
	3.1.4	D	Access to male and female public toilets (or suitable unisex/family toilets) must be available.
Scoreboard	3.2.1	A	A fully functional permanent and fixed scoreboard (including the names of each participating Club) clearly visible to the majority of spectators and the media/press box must be provided and operated on match day.
	3.2.2	B	A fully functional scoreboard, clearly visible to the majority of spectators must be provided and operated on match day.
	3.2.3	C & D	nil requirements
Precinct parking	3.3	A	Car parking for 200 cars must be available within 400 metres of the ground.
Kiosk	3.4	A	A canteen/kiosk serving hot and cold drinks and snack foods must be provided and operated on match day.
Disabled toilet	3.5	A	Disabled toilet access must be provided.
Undercover seating	3.6	A	Undercover spectator seating for 500 people must be provided.
Public Address system	3.7	A	A fully functional Public Address (PA) system must be provided. The PA must be clearly audible to all parts of the venue, including social areas and operated on match day to make announcements to introduce players, announce scorers and provide emergency instructions to patrons.

### Section 4 - Operations and Media

Access	4.1	All	The venue must be accessible by emergency services
--------	-----	-----	--

			vehicles.
External fencing	4.2	A	Spectator amenities must be fully enclosed with perimeter fencing at least 1.8 metres high.
Ticket boxes	4.3	A	Two Ticket Box entrances of a structure and design approved by FFV must be provided for the collection of admission fees,
Exits	4.4	A	At least two exits must be provided for patrons. These must be well separated to provide for orderly exit of patrons and players from the venue.
Media and operations viewing area	4.5	A	<p>A media and operations viewing area with unobstructed views of the playing arena and scoreboard must be provided.</p> <p>The media and operations viewing area must be able to accommodate at least eight persons.</p> <p>The media and operations viewing area must be set up to enable media representatives to view the match and work on computer, and include access to power outlets and a writing desk or table and chairs.</p>
Broadcast point	4.6	A	<p>A suitable location for the broadcast of Matches must be provided.</p> <p>The broadcast point must provide a safe elevated location at the half way line for the camera operator and commentator.</p> <p>The commentator and camera operator's location(s) must be covered, safe to access and work from, protected from inclement weather and be provided with power.</p> <p>The camera must have a direct view, without glass, to the field of play.</p> <p>The commentator's location must be located and/or sufficiently enclosed to ensure minimal extraneous noise to interfere with the Match commentary.</p>

## 9. SCHEDULE 2 – FOOTBALL LIGHTING POLICY & REQUIREMENTS

---

### 9.1. Mandatory Requirements for Competition Lighting

This policy sets out the mandatory requirements for competition lighting at football venues used by Clubs competing in competitions managed by Football Federation Victoria (FFV).

The primary reason for the requirements is the health and safety of participants.

Additional reasons include the enabling of higher quality play, providing a satisfactory experience for spectators and ensuring that football venues are “good neighbours” in residential areas.

These requirements apply to Matches between FFV clubs, including friendlies and practice matches.

They form Schedule 2 of the Rules of Competition for all divisions.

This document:

- explains the background to the requirements;
- specifies the standards to be met for each level of competition; and
- details the process which must be followed to gain approval for Matches to be fixtured at night;
- details the conditions under which approval for night fixtured Matches may be retained by clubs.

### 9.2. Background

The International governing body for football the Federation Internationale de Football Association (FIFA) does not mandate specific lighting standards for competitions of the type managed by FFV.

Australia's governing body Football Federation Australia (FFA) has not mandated specific lighting standards for competitions of the type managed by FFV.

Therefore FFV has adopted Standards Australia's published standard AS2560.2.3-2007, *Sports Lighting - Lighting for All Football Codes* (**Australian Standard**) as the basis for lighting requirements for FFV managed competitions.

Australian Standard AS2560.2.3-2007 applies to football (soccer) as well as other codes played in Australia. Australian Standard AS2560.2.3-2007 varies for different levels of play and training.

While FFV supports Clubs wishing to expand their audiences or provide better opportunities through holding Matches at night under lights, Clubs need to be aware that compliance with these requirements is a precondition of FFV's approval of such night fixturing.



### 9.3. Requirements

The requirements detailed below are enforceable under FFV's Rules of Competition for each league operated by FFV and must be read in conjunction with the Rules of Competition. The requirements detailed below are mandatory for Matches which Clubs wish to be played under lights.

It should be noted that these standards are the MINIMUM required for FFV competitions. Achievement of higher levels of lighting is both allowed and encouraged by FFV.

The Australian Standard identifies several levels of competition and specifies lighting standards for each. The levels are:

- amateur;
- semi-professional;
- professional.

These levels align with FFV's Rules of Competition in which only two leagues may employ contracted players and are deemed "semi-professional". These leagues are the National Premier Leagues – Victoria (Senior Men). Therefore, based on the Australian Standard, the following table details the minimum requirements for competition lighting, including both minimum lux levels and minimum horizontal uniformities.

Competition	Minimum Lux <sup>1</sup>	Minimum horizontal Uniformities		Maximum Glare Rating
		U <sub>1</sub>	U <sub>2</sub>	
		min:ave	min:max	
National Premier Leagues - Victoria (Senior Men) (Semi-professional)	200	0.60	0.40	50
All other competitions (Amateur)	100	0.50	0.30	50

Note that the minimum Lux refers to the maintained average as actually measured in field audits, not the levels provided for in design documents.

### 9.4. Process

Where a Club wishes Matches to be scheduled at times requiring lighting, FFV requires certification by a suitable independent lighting consultant (**Certification**) that:

- the lighting requirements are being delivered by the system installed and operating at the venue; and
- the system is sufficiently reliable to enable Matches to be scheduled with reasonable confidence there will not be disruption to the lighting.

---

<sup>1</sup> Maintained average horizontal illuminance

This Certification must be based on an audit of the lighting system by a suitable consultant.

The Club or ground manager must pay the cost of the audit.

The lighting consultant must be confirmed as suitable to FFV in advance of the audit being conducted. Suitability is based on the qualifications and experience of the consultant in floodlighting for sports purposes, especially football. Suitable lighting consultants will include but are not limited to Members of the Illuminating Engineering Society of Australia and New Zealand Limited (IES - The Lighting Society).

For the required audit the lighting consultant must:

- undertake a review of the installed equipment to assess its characteristics and current potential for compliance with the Australian Standard;
- make such calculations as are necessary to assess compliance with the required Glare Rating;
- undertake an on-field audit using appropriate equipment measuring in accordance with Clause 6.3 of the Australian Standard and assess compliance with the lux levels and their uniformity – noting that for this purpose of Certification:
  - the tests must cover the entire field of play within the marked lines (tests across half field only is not acceptable);
- identify any issues of concern regarding the uniformity of vertical illuminance affecting illumination of the ball on medium and high trajectory paths;
- identify any issues of concern relating to the lighting system's reliability, including a check of the switchboard/lighting control systems to confirm that they are able to be fully secured and are in good working order ; and
- report to FFV on compliance with the Australian Standard or otherwise and any other matters affecting the performance and reliability of the system.

The lighting consultant's report to FFV must include details of the installation, measurements obtained in the on-field audit and the calculation of maintained average lux, uniformities and glare along with comments on uniformity of vertical illuminance and reliability.

FFV will provide a prescribed form for the lighting consultant to complete which will provide space for the required information. The test readings must be attached to this form. The form must be completed and signed by the lighting consultant.

Certification is subject to satisfactory compliance with the Australian Standard and acceptable reliability.

Once a signed Certification by an approved lighting consultant is submitted to FFV with all information on the form and with the required attachments FFV will check the Certification for completeness and accuracy. If FFV is satisfied the information and lighting performance meet FFV's requirements FFV will register a venue as

compliant for either semi-professional or amateur level matches as appropriate. FFV reserves the right to seek additional information or testing from the Club or lighting consultant, to be provided at the Club's cost.

Certification will be accepted by FFV for a period of two years, after which another audit must be undertaken and Certification provided if the Club wishes to continue to hold Matches at times requiring lighting.

FFV will not approve fixtures that require lighting without the Certification and subsequent FFV registration of the venue.

### **9.5. Ongoing Compliance**

The Club must ensure that the Australian Standard is always met for night Matches.

Where a Club becomes aware that lighting for a Match is likely not to meet the Australian Standard it must immediately notify FFV in writing of that fact in which case FFV will arrange a change of fixture.

Where a referee has made a report in relation to the adequacy of the lighting at a venue or FFV has concerns that a venue may not currently meet the Australian Standard, FFV may engage a suitable lighting consultant to undertake a field audit to test compliance as detailed above. If the lighting is found to meet the Australian Standard FFV will bear the cost of the audit.

If the lighting is not found to meet the Australian Standard the Club is responsible for the costs of the audit and FFV approval for fixtures requiring lighting at the venue will be removed until the lighting is maintained, repaired or modified to comply with the Australian Standard.

If a Match is unable to commence, halted temporarily or abandoned due to the failure of the lighting to meet the Australian Standard or failure to function at all during a Match (**Lighting Failure**) the Club must provide evidence to FFV as to the causes of such failure.

If the Lighting Failure was due to circumstances beyond the control of the Club, including network system failure, weather or accidental damage or offsite equipment failure no penalty will be imposed and subject to FFV being satisfied that the lighting for the Club's subsequent night fixtures will meet the Australian Standard those fixtures will remain as scheduled.

If the Lighting Failure was due to any other reason:

- (a) the Club may be fined at a level of BR4; and,
- (b) if the Match is required to be rescheduled it will be scheduled at the home ground of the opposition team on a date to be set by FFV; and,
- (c) the Club must pay for a further audit in accordance with the process detailed in section 3 above; and

(d) the Club will not be permitted to hold night Matches at the venue until an audit demonstrates compliance with the Australian Standard.

If a Lighting Failure occurs on a second, third or subsequent occasion within two concurrent seasons for any reason, the club may be fined at a level of BR4 for a second, third or subsequent offence as applicable. Furthermore the FFV in its sole discretion may not accept the relevant venue for further night fixtures, except on such conditions that FFV shall determine. Notwithstanding this, a venue subject to the above may be disqualified from hosting night fixtures for such a period as determined by FFV.

## SCHEDULE – 2014 SUNRAYZIA COMPETITION REGULATIONS

### MEN'S, WOMEN'S AND YOUTH LEAGUE

#### 1. COMPETITION STRUCTURE

---

##### 1.1 General Information

- 1.1.1 These regulations shall apply to all Men's League, Women's League and Youth League competition fixtures (including league fixtures, cup games, finals & play-off matches) of the FFV Sunraysia Competition.
- 1.1.2 FFV Sunraysia Competition shall include, but are not limited to, the following:

<b>League Name</b>	<b>Abbreviation</b>
S-League Seniors	SLSen
S-League Women's	SLW
S-League Reserves	SLRes
S-League U16's	SLU16
S-League U14's	SLU14
S-League U12's	SLU12

- 1.1.3 If a team withdraws prior to the start of the competition season and cannot be replaced, a "BYE" will be inserted into the relevant fixture.
- 1.1.4 If a team withdraws after the start of the competition season, the following will apply:
- (a) If a team withdraws before the conclusion of the round which marks the halfway point of the competition season:
- (i) a 'BYE' will be inserted in the fixture to replace the team withdrawn

- (ii) all points, (including goals scored for and against) for that team, will be erased.
- (b) If a team withdraws after the halfway point of the competition season, but before the end of the round which marks the end of the competition season
  - (i.) a 'BYE' will be inserted in the fixture to replace the team withdrawn
  - (ii.) all points, (including goals scored for and against) for that team, up to the conclusion of the round that marks the halfway point of the season will stand
  - (iii.) all points, (including goals scored for and against) for that team, in the second half of the season up to and including the withdrawn team's last fixture, will be erased.

1.1.5 If a team is permitted to enter a competition after the commencement of the season, each team which had a BYE in a round prior to the entry of that team shall be recorded as winning 3-0 against that new team.

## 1.2 Men's League

1.2.1 The Men's League of Sunraysia (**Men's League**) shall consist of two Divisions comprised as follows:

- (a) Seniors
- (b) Reserves

1.2.2 Each Club is required to field a Senior Team in order to field a Reserve Team unless otherwise approved by FFV.

1.2.3 Each Club shall enter only one team in each Division unless otherwise approved by FFV.

1.2.4 All Men's League teams in all Divisions will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFV.

1.2.5 The team finishing top of their respective Division at the conclusion of the home and away season will be crowned League Champions.

1.2.6 When determining ladder positions, if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:

- (a) head to head win/loss ratio between the teams,
- (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,

- (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
- (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.

1.2.7 At the conclusion of the season, the top 4 placed Senior teams and top 4 placed Reserve teams must play a compulsory finals series as follows:

- (a) 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>
- (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
- (c) If the scores are tied at the end of regular time in any of games referred to in paragraph (b) above, the teams shall play 15 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

### **1.3 Women's League**

1.3.1 The Women's League shall consist of one Division only.

1.3.2 Each Club shall enter only one team in that Division unless otherwise approved.

1.3.3 The team finishing top of the Division at the conclusion of the home and away season will be crowned League Champions.

1.3.4 When determining ladder positions if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:

- (a) head to head win/loss ratio between the teams,
- (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,
- (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
- (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.

1.3.5 At the conclusion of the season, the top 4 placed Senior Women's teams must play a compulsory finals series as follows:

- (a) 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>
- (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
- (c) If the scores are tied at the end of regular time in any of the games referred to in paragraph (b) above the teams shall play 10 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

## **1.4 Youth League**

- 1.4.1 The Youth League Competition shall comprise of 3 Age Groups/Divisions as follows:
  - (a) Under 16's
  - (b) Under 14's
  - (c) Under 12's
- 1.4.2 Each Club shall enter only one team in each Division unless otherwise approved.
- 1.4.3 All Youth League teams in all Divisions will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFV.
- 1.4.4 When determining ladder positions if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:
  - (a) head to head win/loss ratio between the teams,
  - (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,
  - (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
  - (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.
- 1.4.5 The team finishing top of each Division at the conclusion of the home and away season will be crowned League Champions.
- 1.4.6 At the conclusion of the season, the top 4 placed teams must play a compulsory Finals Series as follows:
  - (a) 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>



- (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
- (c) If the scores are tied at the end of regular time in any of the games referred to in paragraph (b) above the teams shall play 10 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

## 1.5 Eligibility of Players

1.5.1 A Player is eligible to play in his or her team provided he or she:

- (a) has been registered in line with FFA and FFV Registration Regulations,
- (b) is not under suspension by FFV/FFA,
- (c) meets the team's age group and gender guidelines and
- (d) presents a current Player ID Card upon request to the Match Official prior to the commencement of the FFV Competition Fixture, if that competition requires ID cards.

1.5.2 A Player will not be prevented from playing above his or her age group.

1.5.3 A Player who is participating above his or her age group, will not be prevented from returning to play in his or her rightful age group unless that Player is suspended.

1.5.5 A Player may in FFV's sole discretion be permitted to play down one age group in the following circumstances:

- (a) if the Player has not previously been registered with FFA or FFV; or
- (b) the Player's Club applies in writing to FFV requesting dispensation under rule 10.1.11, providing satisfactory medical evidence that the Player is not capable of competing at the higher level. In support of that application, the Club must submit;
  - 1.1.1.a.i. a letter on Club letterhead outlining the request;
  - 1.1.1.a.ii. a supporting letter from the Player's parent(s)/guardian(s);
  - 1.1.1.a.iii. a current medical certificate outlining the Player's condition and reason(s) for needing to play in a younger age group; and

any other information the club wishes to submit in support of the application.

FFV may request further information or clarification from a Club applying for dispensation under rule 1.5.5 as it sees fit, and will make a decision in relation to the request under that regulation at its sole discretion.

- 1.5.6 Players in the 12's –16's age groups who are listed on the Match Record will be deemed to have participated in the fixture.
- 1.5.7 Any Club or Player who in the opinion of FFV is in breach of the above rule will be ineligible and subject to disciplinary action pursuant to the GDT.

### **1.6 Club of the year**

- 1.6.1 To be eligible to win the Club of the Year award a Club must have fielded a minimum of 4 teams in S-League Competitions throughout the season.
- 1.6.2 If a Club or Club Associate receives a Suspension or a Fine as defined in the GDT in 2014 or is otherwise found guilty by the Tribunal of any offence, that Club may have points deducted from its Club of the Year points tally in accordance with the GDT and any such point deductions shall be determined by FFV in its sole discretion and shall not be appealable.
- 1.6.3 The Club which at the end of the home and away season has the most points across all divisions shall be awarded the Club of the Year award.
- 1.6.4 If two or more teams have an equal number of points then the Club of the Year winner will be determined from those tied teams in the following order:
- (a) the Club with the least amount of points deducted in accordance with rule 1.6.2
  - (b) the Club with the most drawn games against all opposition
  - (c) the Club with the best head to head win/loss ratios against each other
  - (d) the Club with the higher head to head goal difference will be the winner.
  - (e) If two or more Clubs remain deadlocked after that then the Club with the higher goals scored FOR in head to head matches will be winner.
- 1.6.5 Any player who transfers his or her registration to another club within the season, will not be permitted to play for that new club unless the previous club confirms to FFV that the player has paid all money owing to the player's previous club. Any dispute will be resolved by FFV in its absolute discretion.

## 2. FIXTURE REQUIREMENTS

---

### 2.1 Fixtures

- 2.1.1. A match may not start if either team consists of fewer than seven (7) players including a goalkeeper.
- 2.1.2. All substitutes must be seated within the Technical Area.
- 2.1.3. Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing an alternative coloured uniform to the team strip.
- 2.1.4. When warming up, substitutes must use an area as far as possible from the opposing team.
- 2.1.5. A maximum of 16 players may be named on the Match Record. With the exception of Senior Men's Fixtures (see 2.1.7 below), Clubs may make any number of substitutions or interchanges during the course of the match, provided the Senior Match Official has been consulted first.
- 2.1.6. Where a Player is sent from the field of play (red card) no interchange/substitution may be made for that Player.

#### *Senior Men's*

- 2.1.7. Each team may make up to:

three (3) substitutions in any FFV Sunraysia Fixture, with no more than five (5) substitutes permitted to be named on the Match Record.

Once a Player has been substituted they may take no further part in the Match

#### *Other competitions*

- 2.1.8. In all other competitions the Interchange Rule shall apply.
- 2.1.9. All teams competing in FFV Sunraysia Fixtures where the Interchange Rule applies are permitted to name five (5) and use all five (5) substitutes throughout that Fixture.
- 2.1.10. To avoid time wasting, the interchange of Players in the last 5 minutes of normal time in any FFV Sunraysia Fixture will only be permitted at the discretion of the Match Official.

## **2.2 Ground Marshals / Security / Police**

2.2.1 Each Club must provide a minimum of 1 Ground Marshal. Ground Marshals must:

- (i) be in clearly identifiable uniforms;
- (ii) be visible from the field of play at all times;
- (iii) escort the Match Official(s) to and from the change rooms and the field of play at half time and full time
- (iv) be at least 18 years of age;

any person under the age of 18 who intends to act as a Ground Marshal must submit to the Match Official upon request;

- (i) a supporting letter from a parent or guardian

a supporting letter from the Club

2.2.2 Senior Match Officials and Assistant Match Officials should not leave their dressing rooms to enter the field of play, or leave the field to return to their rooms, until identifiable Ground Marshals are present to escort them.

2.2.3 FFV may increase the minimum security arrangements for any Fixture at any time. These costs will be covered as FFV sees fit.

2.2.4 A failure by a Club Associate to comply with any requirement under rule 2.2 shall result in a fine at level BR6 under the GDT.

2.2.5 Each team is responsible for the safety of its players' property. Anything left in a change room is done so at the owner's risk.

## **2.3 Match Balls**

2.3.1 FFV shall provide the appointed Match Official with 2 Match balls no later than 30 minutes prior to the start of the scheduled fixture.

2.3.2 At the conclusion of the game, the Match Official will return the 2 Match balls to FFV.

2.3.3 All Clubs must use a licensed Match ball from one of FFV's licensed ball manufacturers as advised by FFV from time to time.

2.3.4 Any breach of the Match ball licensing arrangements must be reported to FFV by the Match Official.

2.3.5 A failure to comply with this rule will result in a fine at level BR2 as set out in the GDT

## 2.4 Results of Matches

- 2.4.1 The appointed Match Official is responsible for providing the match results, half time/full time scores, goal scorers, misconduct offences and the Best and Fairest Votes, to the FFV Sunraysia Regional Administrator within thirty (30) minutes of the conclusion of the match.
- 2.4.2 If no Match Official is appointed or present then it is the responsibility of the first named club to communicate the match results to FFV.
- 2.4.3 It is the responsibility of the FFV Sunraysia Regional Administrator to ensure that all final results for each respective age group and/or competition are published as follows:
- (a) before 9.00 am on the Monday immediately following each weekend's matches, via [Fox Sport Pulse](#).
  - (b) If a fixture is postponed or abandoned for whatever reason, the Home Club is still required to notify this fact to the FFV Regional Administrator and communicate the reasons why the game was not played.
  - (c) For matches played between Monday and Thursday (inclusive) all results must be phoned in or entered online by 9:00am the following day.
- 2.4.5 Clubs which fail to notify the FFV Regional Administrator of the results of any Match by the time stipulated may be fined at the level of BR1 and may be further penalised under the GDT

### 3. FIXTURE DETAILS

---

#### 3.1. Duration of FFV Competition Fixtures

##### 3.1.1. Periods of play

- (a) Subject to this rule all FFV Sunraysia Fixtures will be played over two equal periods as set out below, unless agreed otherwise between the Match Official and the two participating teams prior to commencement:

Senior Men	45 minutes
Reserves Men's	40 minutes
Senior Women	40 minutes
Under 16s	35 minutes
Under 14s	30 minutes
Under 12s	25 minutes

- (b) The Match Official may cut short any Match if in the Match Official's opinion playing conditions compromise player safety or otherwise only if:
- (i) it is in line with FIFA rules; and
  - (ii) he or she has consulted with the coaches of each participating team

##### 3.1.2. Half time interval

The half-time interval must be a minimum of 5 minutes and no longer than 15 minutes in duration. The duration of the half-time interval may only be altered with the consent of the Match Official.

##### 3.1.3. Allowance for time lost

- (b) Allowance is made in either half for all time lost through:
- (i) substitution(s)
  - (ii) assessment of injury to players
  - (iii) removal of injured players from the field of play for treatment
  - (iv) wasting time
  - (v) any other cause

(c) The allowance for time lost is at the discretion of the Match Official.

3.1.4. 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.

**3.2. Abandoned FFV Competition Fixtures**

3.2.1. FFV Competition Fixtures may only be abandoned by a decision of the Match Official.

3.2.2. The FFV Competition Fixture may be abandoned for any, but not limited to, the following reasons:

3.2.2.1. any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven (7) Players;

3.2.2.2. the lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;

3.2.2.3. the Match Official determines that playing conditions have become unsafe or untenable for any reason; or

3.2.2.4. the Match Official, in consultation with security staff and ground marshals, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason.

3.2.3. If a FFV Competition Fixture is abandoned due to a matter set out in Rule 9.5.2 FFV may determine the outcome of the FFV Competition Fixture as follows:

3.2.3.1. If 80 per cent or more of Normal Time of a FFV Competition Fixture has been played then the score at the time of abandonment may stand.

3.2.3.2. FFV Competition Fixture to be replayed in full.

3.2.3.3. FFV Competition Fixture to be awarded as a 'No Result'.

3.2.3.4. FFV Competition Fixture result is 0-0.

3.2.3.5. FFV Competition Fixture result is 3-0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club. The greater result will stand.

3.2.3.6. FFV Competition Fixture to be replayed from the time at which the original FFV Competition Fixture was abandoned.

3.2.3.7. FFV Competition Fixture result to stand.

3.2.3.8. Refer the matter to the Tribunal.

- 3.2.4. Any player suspended for an abandoned FFV Competition Fixture will be deemed to have served one (1) match of their suspension if the FFV Competition Fixture is not replayed. If FFV subsequently determines the abandoned match must be replayed, the player will serve their suspension in their next available FFV Sunraysia Fixture.
- 3.2.5. Further, any Club or Club Associate found to be responsible either in whole or in part for the abandonment of a FFV Sunraysia Fixture may be fined at level BR6 under the GDT may be guilty of Misconduct and may be subject to further penalties under the GDT.
- 3.2.6. When a FFV Competition Fixture is abandoned, all Match Officials are entitled to receive 100% of their normal Match Fee.

### **3.3. Postponed/Rescheduled FFV Competition Fixtures**

- 3.3.1. FFV Competition Fixtures may only be postponed by the Match Official or by FFV Competitions staff. FFV Competition Fixtures may only be rescheduled by FFV Competitions staff.
- 3.3.2. If a FFV Competition Fixture is postponed by the Match Official, both the Match Official and the Home Club must notify FFV by the following working day of the scheduled FFV Competition Fixture.
- 3.3.3. FFV will determine the new time and date for the playing of a postponed/rescheduled FFV Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled FFV Competition Fixture as determined by FFV and any Club which fails to do so will automatically forfeit the FFV Competition Fixture and may face action under the GDT.
- 3.3.4. Any postponed or abandoned FFV Competition Fixture that requires rescheduling will be rescheduled into the next available catch-up round. Only when all catch-up rounds have been exhausted, or upon the written agreement of both clubs will any rescheduled FFV Competition Fixture be played midweek.
- 3.3.5. To avoid doubt the catch up round after the end of the Regular Season is to be used only for replaying FFV Competition Fixtures from the last round of the Regular Season other than in exceptional circumstances.
- 3.3.6. Any FFV Competition Fixture ordered by FFV to be replayed must be completed by no later than one (1) week after the conclusion of the relevant season unless otherwise approved or directed by FFV in writing. FFV may record the result of any FFV Competition Fixture not completed within this time frame as a 'No Result'.
- 3.3.7. Any Club Associate or Club found guilty of rearranging a FFV Competition Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be fined at level BR6 under the GDT and may be subject to further penalties under the GDT.
- 3.3.8. In addition to the above, FFV may record the final score of any such FFV Competition Fixture as a 'No Result'.



- 3.3.9. When a FFV Competition Fixture is postponed, all appointed Match Officials are entitled to receive 50% of their normal Match Fee if the Match Official was present at the pitch when the FFV Competition Fixture was postponed. Match Official's may not claim more than one (1) postponed match fee from one venue on one day.
- 3.3.10. In the event of a postponed or abandoned FFV Competition Fixture which is required to be replayed, clubs have five (5) business days from the originally scheduled FFV Competition Fixture to arrange an alternate date and venue. The date must fall within the Regular Season. Both date and venue must be approved by FFV. If no venue and date is provided the FFV Competition Fixture will be rescheduled at FFV's discretion.

### **3.4. Weather Conditions**

- 3.4.1. FFV and/or the Match Official may postpone, delay or abandon any FFV Competition Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants.
- 3.4.2. If 30 minutes before kick off the temperature at the venue is 32° or above, water bottles maybe made available to enable any player to take a drink during the course of the FFV Competition Fixture. Permission of the Match Official to take a drink is not required in these circumstances.
- 3.4.3. If conditions are considered extreme by the Match Official, he or she may allow a 2 minute break during the course of each half.

### **3.5. Restrictions on Pitch Usage**

- 3.5.1. FFV may take whatever action is deemed necessary if any FFV Competition Fixture(s) are affected by restrictions on the usage of pitches or where more than one (1) FFV Sunraysia Fixture is scheduled to take place on a pitch.

## MATCH OFFICIALS

---

### 4.1. Match Official Fees

4.1.1. For the 2014 Season, the Match Official fees as set out in the FFV website will apply but are subject to change at any time.

<u>Division</u>	<u>Main Match Official</u>	<u>Linesman (if supplied)</u>
Men's League – Seniors	\$80	\$30
Men's League – Reserves	\$55	\$20
Women's League	\$40	\$20
Youth League – U16s	\$40	\$15
Youth League – U14s	\$35	\$15
Youth League – U12s	\$30	\$15
SUB-JUNIORS	\$25	\$15
In training		\$15

Unless otherwise stated, payment in cash or cheque of all fees for Match Officials must be made prior to the commencement of each fixture otherwise a Match shall not commence.

4.1.2. If a Match is abandoned or postponed, all Match Officials are entitled to receive Match fees.

4.1.3. The Match Referee and Assistant Referees will only be paid once both the Match Results and Best and Fairest vote cards are satisfactorily.

### 4.2. Best and Fairest Votes

4.2.1. At the conclusion of each Match, the Match Official must complete the Best and Fairest Votes and, within 30 minutes of the conclusion of the fixture submit these to FFV.

4.2.2. All votes must be recorded on the 2014 Best and Fairest Voting Form provided by FFV

4.2.3. All votes must be treated with the highest confidentiality.

4.2.4. All voting cards must be completed in full, including the players' name, Club and Identity Number.

4.2.5. The Best and Fairest Award shall be voted on in each Match by the Match Official.

4.2.6. Votes shall be cast in a 3-2-1 format with 3 votes given for the player adjudged by the Match Official to be the best and fairest in each Match.

(a) A Player who receives a Suspension as defined in the GDT shall be ineligible to win the award.

(b) A Player who has a Direct Red Card revoked for mistaken identity shall be eligible to win the award.

## **2014 FINALS SERIES AND KNOCK OUT CUP**

---

### **5.1. Finals Series**

- 5.1.1. The top four teams in each Division will play in a finals series to be played over three weeks.
- 5.1.2. To be eligible to play in a Finals Series Match a Player must have played a minimum of 6 games for that team in the current Competition Season. This excludes juniors as there is no qualification required for any U16 player to play senior football
- 5.1.3. FFV will schedule finals fixtures from the 24<sup>th</sup> of August through to the 7<sup>th</sup> of September at such times and venues as it sees fit.
- 5.1.4. All suspensions from the regular season will carry over to the Finals Series,

### **5.2. Knock-Out Cup competition**

- 5.2.1. All teams in the "S" league competition will play off in a knock out competition over a 3 week period to be determined by FFV during the course of the season. All Players will be cup tied to their respective clubs after the completion of round 1 of the Knock Out cup competition.
- 5.2.2. Where there are only 4 teams in any division of the S League the 1st round of the Knock Out competition will be considered a bye.
- 5.2.3. To be eligible to play in the 2<sup>nd</sup> and final rounds of the Knock Out cup, a Player other than a junior Player must have been named on the Match Record in the 1<sup>st</sup> round of the Knock Out competition in which the Player's team participated.
- 5.2.4. The substitution rule shall apply to all Matches in the Knock out Cup, for senior and reserves men's competition.
- 5.2.5. If a club fields both seniors and reserves teams in the rounds of the Knock Out competition, both teams may be permitted to name and move Players to either team at will, provided that both seniors and reserves are fixtured to play on the same day.
- 5.2.6. No player (other than a junior) may be named on the Match record for more than one game on any one day.
- 5.2.7. Subject to this Rule if a Player is named in the starting line up for the senior team in round 1 of Knock Out cup and that Player's team is eliminated that Player is no longer eligible to play in the Reserves for future rounds of the Knock Out cup. Juniors are excluded from this Regulation, provided a junior player plays no more than 2 games in 1 day.