



TEAM APP CUP 2017

COMPETITION REGULATIONS

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1. COMPETITION STRUCTURE

1.1. General Information

- 1.1.1 All Clubs participating in the Team App Cup are bound by FFV's *Rules of Competition* as promulgated by FFV from time to time.
- 1.1.2 These Regulations shall apply to all Team App Cup (**TA Cup**) fixtures administered by FFV and may be amended by FFV at any time.
- 1.1.3 Terms defined in the FFV Rules of Competition (**ROC**) shall have the same meaning in these Regulations unless otherwise stated.
- 1.1.4 All Women's National Premier Leagues Victoria (**WNPL**) Clubs are required to register and participate in the TA Cup.
- 1.1.5 Women's State League (WSL) club Team App Cup Entries will be ranked based on their 2016 Ladder positions to determine the top seven (7) WSL Teams to join the nine (9) WNPL clubs as the top 16 seeded teams to enter in Round 2.
- 1.1.6 Clubs will enter the TA Cup at the following stages:
 - a. All team entries, apart from the 16 seeded teams referred to in Regulations 1.1.5, will enter the competition in Round 1;
 - b. The 16 seeded teams, as outlined in Regulation 1.1.5, will enter the competition in Round 2.
- 1.1.7 FFV reserves the right to introduce a Qualifying Round prior to Round One (1). A Qualifying Round will be required if more than 48 Team Entries are received for the 2017 Team App Cup. Teams will be allocated to the Qualifying Round at FFV's sole discretion.
- 1.1.8 FFV may amend the seeding of any Club within the draw as it deems necessary.
- 1.1.9 All stages of the TA Cup shall be played in a knockout format.
- 1.1.10 All Round winners will proceed to the next Round.
- 1.1.11 All Round draws will be random with no separation of seeds within each Round.
- 1.1.12 Where required, a bye round will fill any vacant slots in the draw process.
- 1.1.13 The competition progression will be as follows:

- a. **Qualifying Round:** All Club Team Entries will be evaluated and if required FFV will introduce a Qualifying Round if the number of Team entries exceeds 48. The winners of the Qualifying Round will progress to Round One (1).
- b. **Round 1:** All Clubs outlined in Regulation 1.1.6.a, plus the winners of Regulation 1.1.13.a, with winners progressing to Round Two (2).
- c. **Round 2:** All Clubs outlined in Regulation 1.1.6.b plus the winners of all matches outlined in Regulations 1.1.13.b with winners progressing to Round Three (3).
- d. **Round 3:** Winners of matches outlined in Regulation 1.1.13.c with winners progressing to the Quarter Finals.
- e. **Quarter Finals:** Winners of matches outlined in Regulation 1.1.13.d with winners progressing to the Semi Finals.
- f. **Semi Finals:** Winners of matches outlined in Regulation 1.1.13.e with winners progressing to the Cup Final.
- g. **Cup Final:** Winners of matches outlined in Regulation 1.1.13.f with the winner declared Team App Cup Champion.

1.1.14 Matches may only be played on public holidays with the permission of FFV.

1.1.15 FFV may alter the TA Cup format outlined under Regulations 1.1.5, 1.1.6 and 1.1.13 at its discretion.

1.1.16 FFV may alter fixture kickoff times, dates and venues as it deems necessary and at its sole discretion.

1.2 Team Eligibility

1.2.1 A Club will be eligible to play in the TA Cup if it:

- a. is registered as a Club with FFA and affiliated or recognised by either FFV or a body registered with FFA as an Association in Victoria (**Affiliate**);or,
- b. has entered, or intends to enter, a senior women's Team in any 2017 competition to be run by FFV or an Affiliate;
- c. Completes the online Team entry form as promulgated by FFV from time to time; and
- d. Pays the Team Entry Fee to FFV Prior to competing in the TA Cup.

1.2.2 All Clubs are only eligible to enter one senior women's Team in the TA Cup.

1.2.3 FFV may in its absolute discretion admit a Team into the TA Cup which does not meet each of the criteria set out in Regulation 1.2.1.

1.3 Player Eligibility

1.3.1 All Players must be registered and eligible to play for a Team in accordance with the current FFV Registration Regulations.

1.3.2 Players in the TA Cup are "Cup-Tied", specifically:

- a. A Player may only play for one Team during the TA Cup in any given year.
- b. Any Player who has played for a Team at any stage of the TA Cup is "tied" to that Club or Team for all future TA Cup fixtures in the current season.
- c. To avoid doubt, if a Player has played for a Team in a round of the TA Cup and subsequently transfers or moves to a new Club or Team, that Player is no longer eligible to play in a TA Cup fixture either for the previous Club or the new Club.
- d. Only Players registered and eligible prior to the Quarter Final Stage may be fielded in a TA Cup fixture by the Club for which they are registered and eligible from this stage of the competition until and including the TA Cup Final.
- e. All Players registered for a Club or Team for the 2017 Season after and during the period outlined in Regulation 1.3.2.d are not eligible for the remaining rounds of the TA Cup (including the Final).

1.3.3 To be eligible to participate in women's competitions run by FFV, Players must turn 15 years (or older) in 2017 unless an application to FFV for exemption from Regulation 1.3.3 is made by the Player's Club on behalf of a Player and is accepted by FFV.

1.3.4 Any such request for an exemption must at a minimum meet the following criteria:

- a. Must be supported by a signed letter from the Player's Club supporting the application;
- b. Must be supported by a signed letter from the Player's Team coach;
- c. Must also be supported by a signed letter of consent from the Player's parent or guardian supporting the application.

1.3.5 All player dispensations referred to in Regulation 1.3.3 and 1.3.4 will be considered by the FFV.

- 1.3.6 If an application does not satisfy the criteria in Regulation 1.3.4, FFV may request additional information before considering the application.
- 1.3.7 Players must be registered to their Club in accordance with any FFV registration rules applicable to that Club's senior women's team (which, for WNPL Clubs, includes the Player Roster rules).

2 FIXTURE REQUIREMENTS

2.1 Interchange

- 2.1.1 A maximum of sixteen (16) Players may be named on the Match Record. Clubs may make any number of interchanges during the course of the Cup Fixture, provided the Match Official has been consulted first.
- 2.1.2 A Match Official may decline the interchange of players in the last five (5) minutes of a Cup Fixture if in his or her opinion the change is being made to deliberately delay the restart of play.
- 2.1.3 Substitutes may 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 choose an area furthest from the opposing Team or as advised by the appointed Match Official.

2.2 Ground Marshals

- 2.2.1 Each Club must provide the number of marshals (**Ground Marshals**) directed by FFV.
- 2.2.2 Ground Marshals must:
 - a. be at least 18 years old and provide the Match Official with their name;
 - b. be in a clearly identifiable uniform;
 - c. be visible from the field of play at all times;
 - d. escort the Match Official(s) to and from the change rooms and the Field of Play at the commencement of the fixture, at half time and at full time; and
 - e. where required, assist the Match Officials(s) to ensure a safe playing environment for all Players, Club Officials and spectators.
- 2.2.3 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 2.2 – Minimum Number of Ground Marshals for all Preliminary Round Fixtures

Round	Minimum Number of Ground Marshals
Qualifying, 1, 2, 3 & Quarter Finals	2
Semi Final & Final	4

2.2.4 FFV may vary the minimum Ground Marshal requirements for any TA Cup Round at any time at its discretion.

2.2.5 Each home and away Club is required to provide 50% of the required Ground Marshals for each Preliminary Round Fixture, failure to do so resulting in the Club being subject to a penalty under the GDT.

2.3 Player's Strip

2.3.1 Team Strip

- a. All Clubs must nominate a 'Home' and 'Alternate' playing strip. The Club's 'Home' and 'Alternate' playing strip must be entered into the TA Cup 2017 Team Registration Form.
- b. The 'Home' Club is the first named Club in the fixture for the purposes of strip allocation for a fixture, irrespective of where the fixture is played.
- c. The Home Club in each TA Cup fixture is required to wear their nominated 'Home' playing strip, unless otherwise instructed by FFV.
- d. In the instance of a strip clash between the home and away Team as determined by the Match Official, the away Team is required to provide a sufficient alternate playing strip, as determined by the Match Official and/or FFV.
- e. A Club may be penalised and a forfeit win awarded to the non-offending Team if a TA Cup 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 2.3.1.d.

Table 2.3 – Clashes and Permissions

	TA Cup Round Fixture		
	WSL vs. WSL	WSL vs. WNPL	WNPL vs. WNPL
Playing Shirt	No Clash Permitted	No Clash Permitted	No Clash Permitted
Shorts	Clash Permitted	Clash Permitted	Clash Permitted
Socks	No Clash Permitted	No Clash Permitted	No Clash Permitted

2.4 Match Balls

2.4.1 The Home Club shall provide the appointed Match Official with 3 Match balls (size 5) no later than 30 minutes prior to the start of the scheduled fixture.

2.4.2 In the event the fixture is played at a neutral venue the responsibility of providing Match balls falls to the first listed club of the fixture.

2.4.3 For the purpose of the Semi Final and Final of the TA Cup, FFV will supply the Match balls for the fixture.

- 2.4.4 All Clubs must use a licensed Match ball from one (1) of FFV's licensed ball manufacturers as advised by FFV from time to time (see FFV Website).
- 2.4.5 Any breach of the match ball licensing arrangements must be reported to FFV by the Match Official.
- 2.4.6 A failure to comply with Regulation 2.4 will result in a fine at level BR2 as set out in the GDT.

2.5 Match Duration

2.5.1 Duration

Each TA Cup Match must consist of two (2) equal halves of forty-five (45) minutes to total a 'full' regular period TA Cup Match time of ninety (90) minutes, excluding any injury time played as determined by the Match Official.

2.5.2 Extra Time and Penalties

- a. If, at the conclusion of Normal Time in any TA Cup Match (including injury time), the scores between the two (2) Clubs are tied, extra time of two (2) equal periods of fifteen (15) minutes will be played. The conditions the IFAB Laws of the Game will apply.
- b. If scores remain equal at the conclusion of both periods of extra time, penalty kicks will be taken, in accordance with the IFAB Laws of the Game, to determine the winner of the TA Cup Match.

2.6 Results of Matches

2.6.1 Minimum Requirements to be entered by the respective Home Club and Away Club

- a. Home Club
 - i. Half Time Score
 - ii. Full Time Score (including where required extra time and penalties)
 - iii. Home Team Player List
 - iv. Home Team Goal Scorers
 - v. Home Team Yellow Cards
 - vi. Home Team Red Cards
- b. Away Club
 - i. Away Team Player List
 - ii. Away Team Goal Scorers
 - iii. Away Team Yellow Cards
 - iv. Away Team Red Cards

- 2.6.2 All results shall be submitted online by the Home Club no more than 90 Minutes following the conclusion of the match.
- 2.6.3 Clubs which fail to notify FFV of the results of any Cup Fixture by the time and in the manner stipulated under Regulation 2.6.2 may be penalised under the GDT.

2.7 Venue Requirements

- 2.7.1 **Rounds - Qualifying, 1-3:** Senior class venue more particularly described in Schedule 3 of the ROC, or as otherwise approved by FFV at its sole and absolute discretion.
- 2.7.2 **Quarter Finals:** Senior class venue more particularly described in Schedule 3 of the ROC, or as otherwise approved by FFV at its sole and absolute discretion.
- 2.7.3 **Semi Finals & Final:** The venue shall be determined by FFV.
- 2.7.4 Synthetic pitches may be used for TA Cup fixtures upon the approval of FFV and dispensation may be given surrounding the certification of the pitch.

2.8 Hosting of FFV Competition Fixtures

- 2.8.1 Club drawn first, and named first on published fixtures will be the Home nominated Club.
- 2.8.2 Home Clubs must provide a venue and kick off preference within five (5) business days from the publication of the draw;
- a. If the Home Club is unable to provide a suitable venue the second named club will be given three (3) business days to provide both a venue and a kick off preference;
 - b. If any club provides written confirmation of their inability to host a fixture prior to the deadlines set in Regulation 2.7 , the clubs forfeit their hosting rights including kick off preference;
 - c. In the event that neither participating club can provide a venue, FFV at its sole discretion will provide a venue and allocate a kick off date and time. Decisions made by FFV in this regard are not appealable.
- 2.8.3 FFV may alter the deadline for kickoff preferences outlined in Regulation 2.8.2 as it deems necessary.

2.9 Stretchers / First Aid

- 2.9.1 Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use at all TA Cup Preliminary Round fixtures.

2.9.2 Each Home Club must provide a First Aid Kit including, but not limited to:

- a. Band Aids;
- b. Bandages; and
- c. Ice Pack (or other available ice).

3. FIXTURE DETAILS

3.1 Admittance to Team App Cup Fixtures

3.1.1 Admittance Prices

No admittance prices may be charged for the TA Cup.

3.1.2 Conditions of Entry to Venues

FFV's conditions of entry to venues apply to all matches in the TA Cup. Each hosting club shall display those conditions at each entry point to the venue.

3.2 Match Official Fees

3.2.1 TA Cup Match Officials fees outlined below in Table 3.2 will apply but are subject to change at any time:

Table 3.2 – Match Official Fees for Team App Cup Fixtures

	Referee	Assistant Referee 1	Assistant Referee 2
Qualifying Round, 1, 2, 3 & Quarter Final	\$120	\$65	\$65
Semi Final	FFV Cover Match Official Fees		
Final	FFV Cover Match Official Fees		

3.2.2 The Home Club is responsible for the payment of Match Officials TA Cup fees as published by FFV from time to time;

- a. Should the Home listed Club not provide a venue and the Away listed Club provide a venue, the Away listed Club will be responsible for the Match Official fees.
- b. Where agreed upon in writing between competing Clubs, Clubs may split the payment of Match Official fees.

3.2.3 If a TA Cup fixture is played at a FFV selected neutral venue the Match Official fees are split equally between the participating Clubs.

3.3 Fixture Time and Playing Days

3.3.1 TA Cup fixtures will be played on either Friday, Sunday or Monday, although FFV may schedule fixtures on other days as it deems necessary, or otherwise approves.

3.3.2 Friday or Monday night Cup Fixtures may not kick off earlier than 7:00pm or later than 8:00PM, unless the TA Cup fixture has been rescheduled according to Rule 4.3 of the ROC or as otherwise determined by FFV.

- 3.3.3 Sunday FFV Cup Fixtures may not kick off earlier than 11:00am or later than 8:00pm, unless either fixture has been rescheduled according to Rule 4.3, or otherwise scheduled by FFV.
- 3.3.4 Fixtures may be played on alternate days and times with the written consent of both competing Clubs providing it does not negatively impact the draw or future rounds, subject to FFV approval.

4. GDT APPLICABILITY

FFV's 2017 Grievance, Discipline and Tribunal By-Law (GDT) and the National Disciplinary Regulations (NDR) will apply to all TA Cup matches in respect of Red Cards, Yellow Cards and Misconduct matter or otherwise where a Player or Club commits a breach of TA Cup Regulations. In the event there are any inconsistencies between the GDT and NDR, the relevant term or terms of the NDR will prevail. The only exception is as follows:

4.1.1 *Yellow Cards:*

A player who receives a total of 3 yellow cards in the TA Cup will be suspended from the next TA Cup fixture in that season in which her Team is eligible to play, or the first TA Cup fixture in the following season if her Team is knocked out in the fixture in which the Player receives her third yellow card. Yellow cards will not carry over or accumulate into other FFV competitions.

5. PRIZE FUND

5.1 Prize Money

5.1.1 For the TA Cup, prize money will be paid to participating Clubs as outlined in the table below:

<i>Club's Final Position in the Team App Cup</i>	<i>Total</i>
1 (TA Cup Winner)	\$3,000
2 (TA Cup Runner Up)	\$1,000
= 3 (Semi Finalist)	\$500
= 3 (Semi Finalist)	\$500