

FOOTBALL FEDERATION VICTORIA INC.



**FOOTBALL
FEDERATION
VICTORIA**



**NATIONAL
PREMIER LEAGUES**

2017 RULES OF COMPETITION

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1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

1.1. Application and Definitions

- 1.1.1. These Rules shall apply to all Competition Fixture(s) and Sanctioned Match(es) as defined in Rule 1.1.4.
- 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, 2017 FFV Registration Regulations and/or the **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:
 - a. **Abandoned** means a Competition Fixture which has failed to commence for any reason or has been stopped by the Match Official prior to its conclusion in accordance with Rule 4.2.
 - b. **Competition Regulations** or **Regulations** means the regulations which supplement these Rules and which apply to the competitions administered by FFV for Men's Football, Women's Football, Junior Football and Metro & Masters Football, as amended and updated by FFV from time to time.
 - c. **Club** has the same meaning as in the FFV Constitution.
 - d. **Club Associate or Club Official(s)** has the meaning given to it in the GDT
 - e. **Competition Fixture** means any match that is administered by FFV and includes matches to which FFV appoints Match Official(s).
 - f. **Cup Fixture** means any knock-out cup match, fixture or other event organized and/or administered by FFV or FFA before, after or in conjunction with a Regular Season and includes, but is not limited to, the Dockerty Cup and the Westfield FFA Cup
 - g. **Default Notice** means a notice of default issued by FFV in relation to an amount owed to FFV by a Club or a player which that Club or player has failed to pay in accordance with Rule 1.5.
 - h. **Division** means a particular grade or level of men's or women's competition within Victorian Football (such as NPL1 or NPL2)
 - i. **FFV** means Football Federation Victoria.

- j. **Field of Play** means:
 - (i) At an enclosed pitch the entire area within the temporary or permanent perimeter fencing; or
 - (ii) At an open pitch the entire area within 3 metres of the boundary line of the football pitch.
- k. **Final** means a Competition Fixture played to determine the final standings or champion of a specific competition administered by FFV.
- l. **Forfeit** means failure to participate in a Competition Fixture if the Club or Team in question has failed to notify FFV at least three (3) days prior to the Competition Fixture.
- m. **GDT** means the FFV Grievance, Discipline and Tribunal By Law (as amended from time to time)
- n. **Goal Difference** means the difference between goals scored by a Club/Team (Goals For) and goals scored against a Club/Team (Goals Against) in a match or season.
- o. **Home Club** means the Club named first in a Competition Fixture.
- p. **Host Club** means a Club which hosts one or more Competition Fixtures or Finals at its home venue, whether or not that Club participates in one of those Competition Fixtures or Finals or not.
- q. **IFAB** means International Football Association Board
- r. **League** (when referred to in reference to Men's or Women's football), means a particular competition within a Division (such as NPL2 East or NPL2 West);
- s. **Match Official** means a match official as defined in the GDT.
- t. **Match Record** means the official log (hard copy or electronic/online) of the Competition Fixture recording all match details including participants and results.
- u. **Misconduct** has the meaning given to it in the GDT
- v. **No Result** means recording a '0-0' score line in a Competition Fixture with no points or goals awarded to either Team. A 'No Result' is recorded as a Competition Fixture played.
- w. **Non-Participation in a Fixture** means failure to participate in a Competition Fixture having notified FFV more than three (3) days prior to the Competition fixture.

- x. **Normal Time** means the maximum length of two (2) equal periods not including added time as specified in Rule 4.1 and Table 4.1, unless any time reduction is otherwise determined in accordance with Rule 4.1
- y. **NPL** means National Premier Leagues (Victoria)
- z. **NPL Boys** means NPL junior competition including Teams, Leagues and Divisions between NPL under 12s and NPL under 18s competitions.
- aa. **NPL Club** has the same meaning as Club in the FFV Constitution, however, is specific to a Club that has signed a Participation Licence and is competing in NPL Competitions.
- bb. **NPL Competitions** means the collective term for both NPL Boys and NPL Mens
- cc. **NPL Mens** means NPL senior competition including Teams, Leagues and Divisions in NPL under 20 & NPL senior competitions.
- dd. **NPL National Finals Series** means the national playoff competition administered by FFA post the Regular Season for NPL Mens.
- ee. **NPL Senior Team** means the open age men's Team competing in NPL1 or NPL2.
- ff. **Play Off Match** means a Competition Fixture played to determine the final standings of a League or the eligibility for promotion/relegation of a Team between Divisions.

gg. **Played** means:

- (i) A Team has participated in a Competition Fixture.

In specific reference to a player, **Played** means:

- (ii) Being listed on the Match Record in a League where the interchange rule applies; or
- (iii) Starting the Competition Fixture on or consequently being substituted onto the field of play in a League where the substitution rule applies.
- (iv) If a player is originally listed on the Match Record and it is subsequently indicated on the Match Record that the player is no longer to participate in the Competition Fixture, that change must be acknowledged by signature of the senior Match Official prior to the commencement of the Competition Fixture. Failure to comply will deem the player to have 'Played' that Competition Fixture under rule 1.1.4.aa(ii) or 1.1.4.aa(iii)

- hh. **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.
- ii. **Participation Licence** means the non-exclusive licence agreement entered into by a Club and FFV for the Club to enter Teams into NPL Competitions.
- jj. **Player Points System** means the Player Points System as outlined in the Participation Licence.
- kk. **Player Points Cap** means the number of points permitted for each club under the Player Points System.
- ll. **Postponed** means a Competition Fixture which has not commenced as scheduled.
- mm. **Registered** means registered and eligible in MyFootballClub in accordance with the 2017 FFV Registration Regulations.
- nn. **Regular Season** means the time and Competition Fixtures between the first and last round of the relevant competition in addition to any Play Off Match(es) required for the League in question.
- oo. **Risk Assessment and Security Policy** is the FFV policy which outlines minimum security requirements and responsibilities required at NPL Competition Fixtures.
- pp.
- qq. **Rule or Rule of Competition** means a rule set out in a clause or clauses of these 2017 Rules of Competition.
- rr. **Sanctioned Match** means any match to which FFV appoints one (1) or more Match Official(s) 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 appointment has been made and acknowledged.
- ss. **Team** means a football team entered by a Club in NPL Competitions
- tt. **Technical Area** is as defined in the Venue Category Minimum Requirements set out in Schedule 3.

1.2. Consequences of 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 may amount to Misconduct and be subject to the provisions of the GDT.

1.3. Monies Owing to FFV

Monies Owing By a Club

- 1.3.1. All amounts owed by a Club to FFV must be paid within 30 days of the date of the invoice issued by FFV in relation to that amount.
- 1.3.2. If a Club fails to pay any amount owing to FFV in accordance with Rule 1.3.1, FFV may issue a Default Notice giving the Club a further 14 days to pay that amount.
- 1.3.3. If a Club fails to comply with a Default Notice issued in accordance with Rule 1.3.2, or agree to a repayment plan with FFV for the amount owed, FFV may, at its sole discretion:
 - a. Rule that Club (or the applicable Team(s) within that Club) ineligible to earn competition points in any Competition Fixture or Sanctioned Match in which the Club (or Team) plays, until the debt is paid;
 - b. Suspend or expel that Club (or Team(s)) from any Competition Fixture (including Cup Fixtures) and/or FFV competitions.
 - c. Prohibit that Club (or Team(s)) from promotion whilst the debt remains unpaid.
 - d. Relegate that Club (or Team(s)) while the debt remains unpaid.
 - e. Deduct championship points from a Club (or Team) for the following season where the debt remains unpaid or accrues after 31 October of the relevant year.
- 1.3.4. If FFV and a Club agree to a repayment plan in relation to a debt owed by the Club to FFV and the Club fails to meet any of the terms of that payment plan by the stipulated date and time, FFV may immediately and without the need to issue a further Default Notice, impose one or more of the sanctions referred to in Rule 1.3.3.

Monies Owing By a Player

- 1.3.5. All amounts owed by a player to FFV must be paid within 30 days of the date of the invoice issued by FFV in relation to the amount payable.
- 1.3.6. If a player fails to pay any amount owing to FFV in accordance with Rule 1.3.5, FFV may issue a Default Notice giving the player a further 14 days to pay that amount.
- 1.3.7. If a player fails to comply with a Default Notice issued in accordance with Rule 1.3.6, or agree to a repayment plan with FFV for the amount owed, FFV may, at its sole discretion, suspend that player from any or all FFV competitions or representative Teams on such terms as it sees fit until such debt is paid or secured to the satisfaction of FFV.

- 1.3.8. FFV may offset any monies owed by FFV to a Club or a player against any amount owed by a Club or a player to FFV prior to the issue of an invoice to a Club or player for amounts owing to FFV.

1.4. Protection of Important Fixtures

- 1.4.1. Where an A-League, International or an Inter-State match is scheduled in the State of Victoria, FFV may determine that no other Competition Fixture or Sanctioned Match take place on that day.

1.5. Sanctioned Matches

- 1.5.1. Any Club taking part in any Sanctioned Match must abide by any and all codes of conduct or codes of behavior prescribed by FFV and/or FFA from time to time, including the Codes of Behaviour attached to these Rules at Schedule 2.
- 1.5.2. By participating in a Sanctioned Match, the Club and any league or association to which that Club belongs, submits to the jurisdiction of FFV, its Rules and Regulations and the GDT.
- 1.5.3. Any Club or Team, association or organisation which administers or participates in any Sanctioned Match, must ensure that appropriate insurance and Work Cover arrangements are made to provide adequate and necessary coverage for their players, Match Officials, and all club associates involved in Sanctioned Matches.
- 1.5.4. Any Club or Team, association or organisation wishing to participate in any interstate or international match, tournament or events must apply in accordance with the 2017 FFV Registration Regulations, writing to the FFV MyFootballClub Team for prior approval.
- 1.5.5. All Competition Fixtures take precedence over non-FFV matches or fixtures or tournaments. Failure to fulfill Competition Fixtures for a non-FFV Competition Fixture may result in disciplinary action in accordance with Rule 4.6.

1.6. Insurance

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

Insurance of Players

- 1.6.2. All players taking the field of play (or training) must be insured through FFV's Insurer (or as otherwise allowed by FFV). Each player's insurance premium 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 the FFV Website for policy details).

Insurance of Club Associates and officials

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

1.7. Strict Liability of Clubs

- 1.7.1. Each Club shall be responsible for the conduct of its Club Associates and officials at or in the vicinity of any 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.

1.8. Club Name or New Club Name Application

- 1.8.1. Any application for either a new Club name or the change of an existing Club name must be made by the Club in question in accordance with FFA's National Club Identity Policy as published on the FFA website.
- 1.8.2. FFV will only assess an application under Rule 1.8.1 when all relevant information has been lodged with FFV. FFV may reject an application for a new name or a change of name as it sees fit.
- 1.8.3. The reference to 'Club name' in this Rule 1.8 includes the incorporated name, registered business name and/or approved playing name of a Club.
- 1.8.4. Process for new name application by a Club:
- a. The Club must:
 - (i) Submit on Club letterhead its request for a change of Club name or new Club name.
 - (ii) Provide full disclosure of the reasons for the requested change.
 - b. The Club name should be representative of the 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.
 - c. The application for change of Club 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 1.8.4.a and 1.8.4.b.

- d. Subject to Rule 1.8.4.e., the new Club 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:
- United
 - Rovers
 - City
 - Old
 - Sporting
- e. FFV may, at its discretion, permit a new Club name to share a similar geographic reference to an existing Club name within the same or adjoining municipality if, in FFV's opinion, the new Club (and its name) will not negatively impact any existing Club.
- 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 is provided to FFV that there are no outstanding debts or other obligations to the former council/municipality.

1.8.5. FFV will not approve the relocation of a Club to a different municipality unless it is in the best interests of Victorian football in general (to be determined at the sole discretion of FFV) and no existing Club in the municipality to which the relocating Club wishes to move is materially disadvantaged (to be determined at the sole discretion of FFV).

1.8.6. No Club will be allowed more than one (1) incorporated name or registered business/playing name.

1.8.7. *Incorporation*

A Club must provide FFV with documentary evidence of registration of any new name with the appropriate government authority.

1.9. Ticketing and Refunds of Money

1.9.1. Rule 1.9 is applicable to all Competition Fixtures where admission fees are charged.

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

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

- 1.9.4. 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 to Competition Fixtures and do not require an admission ticket unless otherwise communicated by FFV (for example in relation to Finals or Playoffs)
- 1.9.5. Rule 1.9 is to be displayed at the ticket box at all venues where admission fees are charged.
- 1.9.6. Paying customers will be entitled to a full refund (including car park fees) on the day of the Competition Fixture if the main Competition Fixture on the day has been postponed or abandoned prior to the conclusion of the first half of that fixture.
- 1.9.7. To be eligible to receive a full refund in accordance with Rule 1.9.6 the 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) issued in accordance with Rules 1.9.2.
- 1.9.8. NPL Clubs must abide by FFV's Minimum Match Ticketing standard Policy which may be amended from time to time.

1.10. Security at Home Pitches

- 1.10.1. 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 Club Associates and officials at Competition Fixtures including but not limited to any specific requirements of FFV which are notified to the Home Club.
- 1.10.2. All Clubs, players, Match Officials, Club Associates and Club Officials must comply with the FFV's Risk Assessment & Security Policy as promulgated by FFV, and any security arrangements put in place as a result of the application of that policy.
- 1.10.3. 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 Competition Fixture to meet FFV determined security requirements in accordance with Rule 1.10.2 or as otherwise determined by FFV.
- 1.10.4. Home Clubs must provide a lockable facility for all valuables of Match Officials(s). Failure to provide such a facility may result in the Home Club not being allocated Competition Fixtures at their home ground.
- 1.10.5. Rule 1.10.1 – 1.10.4 apply to a Club's home ground or facility and any neutral ground or facility (including the State Football Centre at Darebin and the Knox Regional Football Centre) where that Club is listed as the Home Club for the purposes of a Competition Fixture to be played at the neutral ground or facility.

- 1.10.6. The Home Club or FFV in the instance of Finals and Play Offs will be held responsible if it is found that Match Official(s) do not receive all items back.
- 1.10.7. Each Club is responsible for the valuables of its players, and valuables that are left in change rooms are done so at the owner's personal risk.
- 1.10.8. Rule 1.10 is subject to FFVs Risk Assessment and Security Policy which may be amended from time to time.

1.11. Representative Teams

- 1.11.1. 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.
- 1.11.2. All Clubs must release players for training and preparation for, and participation in, representative matches, camps or tours.
- 1.11.3. Where a Club has three (3) or more outfield players or one (1) goalkeeper from the same Team participating in an FFV/FFA approved representative match, camp or tour which conflicts with a FFV Competition Fixture in which that Club or Team is required to participate, it may seek the postponement of that Competition Fixture. Approved representative matches may include but are not limited to:
 - a. FFA National Championships (Football & Futsal)
 - b. FFV State Teams
 - c. National Teams
- 1.11.4. All requests pursuant to Rule 1.11.3 must be received no less than 10 days prior to the Competition Fixture in question, unless the player is called up within the 10 day period by FFV/FFA for representative duty. FFV shall determine the outcome of any request under this Rule at its absolute discretion and that decision cannot be appealed or reviewed.

1.12. Member Protection

- 1.12.1. In order to address issues of discrimination and vilification, FFV has adopted the FFA National Member Protection Policy (**MPP**) for all FFV affiliated competition administrators, Clubs, players and Club Associates and officials. The MPP can be found by clicking the following [link](#).
- 1.12.2. 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 and intersex.

- 1.12.3. 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.
- 1.12.4. FFV welcomes and fosters diversity in the world game. All Persons, Clubs, players, Match Officials and/or Stakeholders involved with football are mandated to promote and provide safe and inclusive environments for all.

1.13. Club Compliance and National Club Accreditation

- 1.13.1. In order to be eligible to compete in FFV competitions in 2017 a Club must comply with the requirements set out by the following:
 - a. FFV's Club Compliance Program;
 - b. [FFV's Club Compliance By-Law](#);
 - c. The [National Club Accreditation Scheme](#) (NCAS) criteria;
 - d. Consumer Affairs Victoria
 - e. Australian Securities and Investment Commission (as applicable).

1.14. Correspondence / Communication

- 1.14.1. All correspondence by FFV to Clubs shall be deemed to have been received by Clubs:
 - a. In the case of online communication, the day on which it was published online;
 - b. In the case of email or fax communication, the time at which it was sent;
 - c. In the case of communication sent by mail, two (2) business days after such communication was posted.
- 1.14.2. Clubs must ensure that their postal mailboxes, specified email accounts and the FFV website are checked regularly, and that any information received is forwarded to the addressee or relevant parties within the Club.
- 1.14.3. All correspondence relating to Club requests, including, but not limited to; 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 by FFV.
- 1.14.4. 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, up to date in MyFootballClub and checked regularly by Club Associates and/or officials.

1.14.5. Failure by a Club to keep a current, active email address and phone number and to check that email address and any voicemail service connected to its phone number regularly, cannot be relied on by the Club in relation to the question of whether or not notice of any matter was received by the Club from FFV or otherwise.

1.15. Participation Licence

1.15.1. The terms of the Participation Licence are incorporated in to and shall form part of these Rules of Competition. To the extent of any inconsistency between the terms of these Rules of Competition and the terms of the Participation Licence, the terms of the Participation Licence will prevail.

2. COMPETITION RULES

2.1. General Information

- 2.1.1. All Competition Fixtures are played under the IFAB 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 Regular 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 Competition Fixtures involving the withdrawn Team will also be erased.
- 2.1.4. If a Team is withdrawn after the point of the Regular Season at which all Teams have played each other an equal number of times, a 'BYE' will be inserted to replace the withdrawn Team in the fixture, and:
 - a. all championship points along with goals scored (for & against) for :
 - i. 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.
 - ii. 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 until the time the Team withdrew, will be erased
 - b. All Best & Fairest or Gold Medal votes gained in;
 - i. 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;
 - ii. Competition Fixtures involving the withdrawn Team from the point of the season at which all Teams have played each other an equal number of times, until the time the Team withdrew, will be erased
 - c. For the avoidance of doubt, FFV may consider forfeited matches as Played for the purposes of Rules 2.1.4.
- 2.1.5. If a Team withdraws prior to the start of the Regular Season and cannot be replaced, a "BYE" will be inserted into the fixture, or the fixture may be amended to accommodate the new number of Teams.
- 2.1.6. FFV may alter Competition Fixtures kickoff dates, venues and/or times as it deems necessary in its sole and absolute discretion.

2.2. Player Eligibility

- 2.2.1. 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 competition's age group and gender rules, where applicable and subject to any dispensation granted by FFV;
 - d. they comply with the Match Record requirement set out in Rule 3.3;
 - e. presents a current Player ID Card upon request to the Match Official the player () in the Competition Fixture, where competitions require ID cards;
 - f. Meets competition requirements for Finals or Play Off Matches.
- 2.2.2. Any Team which fields an ineligible player may be subject to penalty under the GDT.
- 2.2.3. Any Player playing under a dispensation granted by FFV must produce the letter of dispensation on match day upon request by the Match Official. Failing to produce a letter of dispensation upon request by the Match Official may result in a charge of Misconduct under the GDT.
- 2.2.4. If there is a dispute about any player(s) eligibility on the day of a Competition Fixture, the Match Official must note the details and send these to FFV together with the Match Report. No Club or Match Official may prevent a player from taking the field in an FFV Competition Fixture on suspicion of ineligibility, unless that player is unable to present an ID Card in accordance with Rule 2.2.1.e.

2.3. Gender Rules

- 2.3.1. Females are not permitted to play in NPL Boys competitions from Under 13 and above with the exception of the following regional clubs:
- a. Murray United
 - b. Goulburn Valley Suns
 - c. Bendigo City
 - d. Ballarat Red Devils
- 2.3.2. Females are permitted to play in NPL Boys under 12 competition provided they are;
- a. Age eligible; or
 - b. Approved for Relative Age Effect dispensation in accordance with Rule 10.10.5

3. FIXTURE REQUIREMENTS

3.1. Facilities/Pitch Arrangements

- 3.1.1. It is the responsibility of all Clubs to:
- a. provide a venue that complies with the NPL Facility Standard set out in Schedule 3
 - b. provide a safe environment for players, Match Officials, Club Officials and spectators;
 - c. ensure that their facilities and equipment are clean and fit for purpose;
 - 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:
 - i. legitimate approved use of the facility by the owner or land manager
 - ii. requirements under the Planning and Environment Act 1987, Food Act 1984 and Building Act 1993; and,
 - iii. any local laws.
- 3.1.2. A Club which advises FFV prior to commencement of the Regular Season that it cannot provide facilities in accordance with Rule 3.1 or which, during the course of the season, has facilities which are found by FFV to not comply with these requirements may:
- a. Have its home Competition Fixtures moved to an alternate venue or forfeit those home fixtures if a move to an alternate venue is not possible in FFV's opinion.
 - b. may be requested by FFV to 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.
- 3.1.3. At the discretion of FFV, a Club which fails to meet its facility requirements under Rule 3.1 may be relegated to a lower Division in the following Regular Season.

- 3.1.4. FFV may in its sole discretion upon written request may grant a temporary dispensation from compliance with Rule 3 to a Club which:
- a. is in the process of upgrading its facilities to meet FFV's requirements; or
 - b. due to circumstances beyond its reasonable control the Club cannot comply with these requirements; or
 - c. has satisfied FFV that the Club is taking all reasonable steps to ensure compliance with these facility requirements including temporary measures
 - d. satisfies FFV that any facility requirement(s) that need temporary dispensation do not impact fundamental match day operations including any impact on opposition Teams, spectators and officials.
- 3.1.5. FFV will not grant dispensation under Rule 3.1 from compliance with any requirement that relates to matters of safety or legislative compliance.

3.2. The Technical Area

- 3.2.1. A maximum of 11 persons are permitted to be within the Technical Area at any given time during a Competition Fixture. Those persons may only include the coach and assistant coach, the Team manager, the substitutes and a registered health practitioner, sports trainer or accredited first aider as well as technical football and strength and conditioning staff.
- 3.2.2. Subject to 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 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 will be required to adhere to any future requirements relating to the use of online match records, results reporting and match data recording, as prescribed by FFV from time to time.
- 3.3.2. Clubs must list on the Match Record all players taking part in a Competition Fixture and must produce to the Match Official a Match Record:
 - a. in the case of NPL Mens, not less than 60 minutes before the commencement of any Competition Fixture.
 - b. in the case of NPL Boys, unless otherwise stated in the regulations, not less than 30 minutes before the commencement of any Competition Fixture.
- 3.3.3. A club will be guilty of Misconduct if:
 - a. any player listed on the Match Record is ineligible in accordance with either these Rules or the GDT;
 - b. More than 16 players are listed on the Match Record.
 - c. It fails to list on the Match Record the shirt number, full name and FFA ID number for each player, or adds players to the Match Record after the submission to the Match Official (and without the Match Officials permission),

and shall be processed in accordance with the terms of the GDT.
- 3.3.4. A representative from each Team must sign the Match Record at the conclusion of the Competition Fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- 3.3.5. If a Club disagrees with any of the details on a Match Record (either its own or the oppositions), the Club must sign and indicate any disputed information by circling the detail in question. Only the following information can be disputed:
 - a. Goal Scorers;
 - b. Red and Yellow Cards
 - c. Final Score; or
 - d. Player Eligibility
- 3.3.6. Match Record Disputes will only be investigated by FFV in the following circumstances:
 - a. The Match Record and request to conduct a match investigation is lodged with FFV within 7 days of the Competition Fixture; and

- b. The following evidence is submitted by the Club in support of its request for a match investigation:
 - i. Full Match Record
 - ii. Video and/or photographic evidence
 - iii. Statutory Declaration(s); and
 - iv. Any other information accepted from the Club at the discretion of FFV.

3.3.7. Match Records will only be amended if FFV is satisfied that the information disputed is proven beyond reasonable doubt. FFV's decision is not appealable.

3.3.8. FFV may extend or abridge the deadline referred to in Rule 3.3.6.a, at its discretion.

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:

- a. be at least 18 years old;
- b. be in clearly identifiable uniform;
- c. be visible from the Field of Play at all times; and
- d. escort the Match Official(s) to and from the change rooms and the Field of Play at the commencement of the Competition 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.

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 Competition Fixtures

League	Minimum Number of Ground Marshals
NPL1	6
NPL2	4
NPL 20	2
NPL2 20	2
NPL Boys	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 Ground Marshals for all Competition Fixtures.
- 3.4.6. Ground Marshal numbers may be varied in line with FFV's Risk Assessment and Security Policy

3.5. Player's Strip/Apparel

3.5.1. Clothing and Protective Gear

- a. All Teams must nominate a 'Home' & 'Alternate" playing strip.
 - i. Any change to these strips must be communicated to FFV 5 working days prior to the Club's next Competition Fixture.
- b. Predominantly black playing shirts will be permitted in NPL Mens and NPL Boys Competition Fixtures in 2017.
- c. The Home Club in each Competition Fixture is required to wear their nominated 'Home' playing strip.
- 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 sufficient alternate playing strip.
- e. The purpose of Rule 3.5 is to ensure that the two Clubs wear playing strips that distinguish them from each other and also the Match Officials. Clubs and Match Officials should refer to the following table to determine whether or not a strip clash exists. The table lists which items of the strip are permitted to clash for different Divisions/Leagues:

Table 3.5 – Clashes & Permissions

	NPL Mens (Seniors only)	NPL Mens (U20s only)	NPL Boys
Playing Shirt	No Clash Permitted	No Clash Permitted	No Clash Permitted
Shorts	No Clash Permitted	Clash Permitted	Clash Permitted
Socks	No Clash Permitted	No Clash Permitted	Clash Permitted

- f. Bibs are not permitted to be worn in any Competition Fixture.
- g. All playing shirts must have a visible number on the back of the shirt.

- h. All playing numbers displayed on shirts must be unique within the Team.
- i. A Club may be penalised in accordance with Rule 4.6 if:
 - i. a 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; or
 - ii. a Club changes their home playing strip without notifying FFV Competitions via nplvictoria@ffv.org.au and this change results in a FFV Competition Fixture being postponed.
- j. Goalkeepers may wear any colour, provided it does not clash with either Team or the Match Official.

3.5.2. Eyewear

- a. Any player requiring vision correction should wear contact lenses, or wear spectacles that:
 - i. are firmly secured with a sports band or adjustable strap,
 - ii. have purpose-designed and closely fitted curled ends on the arms, or
 - iii. are specially designed protective sports glasses constructed of plastic with rubberised cushioning and no metallic parts.

3.6. Stretchers / First Aid

- 3.6.1. Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use, for each pitch hosting a Competition Fixture.
- 3.6.2. 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).

3.7. Smoking / Drinking At 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. Clubs should be familiar with and refer to State legislation regarding new smoking laws.

3.8. National Flags, Slogans & Emblems

- 3.8.1. Clubs must comply at all times with the [FFA National Club Identity Policy](#).
- 3.8.2. 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 Competition Fixture.
- 3.8.3. 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.
- 3.8.4. All Clubs must have the prior written approval of FFV before introducing or incorporating any design, emblem or slogan onto any Club logo or name, product or medium, including but not limited to playing strips, promotional material, Club letterhead, banners, advertisements, public announcements, website or any other form of communication.
- 3.8.5. FFV may require the immediate removal of any offending material at any time.

3.9. Lighting Standards

- 3.9.1. Clubs wishing to play Competition Fixtures under lights must ensure that lighting for those Competition Fixtures complies with FFV's Football Lighting Policy referred to at Rule 9.

4. FIXTURE DETAILS

4.1. Duration of Competition Fixtures

4.1.1. *Periods of Play*

- a. All 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 Competition Fixtures – Normal Time
NPL 12	Refer to Rule 10.7
NPL 13	2 x 30 minute halves (= 60 minutes)
NPL 14	2 x 30 minute halves (= 60 minutes)
NPL 15	2 x 35 minute halves (= 70 minutes)
NPL 16	2 x 40 minute halves (= 80 minutes)
NPL 18	2 x 45 minute halves (= 90 minutes)
NPL 20	2 x 45 minute halves (= 90 minutes)
NPL1 & NPL2	2 x 45 minute halves (= 90 minutes)

- b. Periods of play for specific NPL competitions may be altered by FFV provided they are implemented throughout the age group or competition.
- c. The Match Official may cut short any Competition Fixture (including reducing the length of each half before the commencement of the 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 Competition Fixture from its scheduled kickoff time only if:
 - i. it is in line with IFAB rules
 - ii. he or she has notified the coaches of each participating Team.

4.1.2. *Commencement Time*

- a. Teams must be ready to begin playing by the stated kick off time.
- b. If either Team is not ready to begin playing within 15 minutes of the scheduled kick off time the Match Official may determine the Competition Fixture as Abandoned in accordance with Rule 4.2.
- c. In circumstances 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 Competition Fixtures either at that venue or to which the Match Official is also appointed on that day.

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 Competition Fixtures

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

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

- a. any Team has its playing numbers reduced for any reason below the minimum FIFA requirement of seven (7) players;
- 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;
- c. the Match Official determines that playing conditions have become unsafe or untenable for any reason;
- 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;
- e. One or both of the Teams is not ready to commence the Competition Fixture within 15 minutes of the scheduled kick-off time; or
- f. In accordance with Rule 4.4

4.2.3. If a Competition Fixture is abandoned due to a matter set out in Rule 4.2.2 FFV may determine one of the following outcomes of the Competition Fixture at its absolute sole discretion :

- a. If 80 per cent or more of Normal Time of a Competition Fixture has been played then the score at the time of abandonment may stand. 'Played' in the context of this Rule will be determined by FFV with reference to the Match Official.
- b. Competition Fixture to be replayed in full.
- c. Competition Fixture to be awarded as a 'No Result'.
- d. Competition Fixture result is 0-0.
- e. Competition Fixture result is 3-0 to the non offending Team unless the score at the time of abandonment was greater and in favour of the non-

offending Team, in which case the greater result will stand. In determining what is a 'greater' result, FFV will give preference to goals FOR in the first instance (i.e. 4-1 will be considered a 'greater' result than 3-0).

- f. Competition Fixture to be replayed from the time at which the original Competition Fixture was abandoned. In the event a Competition Fixture is replayed in accordance with this Rule:
 - i. The score at the time of the abandonment remains at the time the Competition Fixture recommences; and
 - ii. Only players listed on the Match Record for the initial Competitions Fixture between the two sides will be eligible to compete in the recommenced Competition Fixture, unless FFV determines that additional players are eligible (for example, in the case of player injury or availability); and
 - iii. FFV will determine what, if any, further substitutions are allowed by each Team during the recommenced Competition Fixture, giving consideration to the number of substitutions made in the Competition Fixture before it was originally abandoned (including which players may take the Field of Play or be substituted on).
- g. Competition Fixture at the time of abandonment is to stand.

4.2.4. Any Club or Club Associate found to be responsible either in whole or in part for the abandonment of a Competition Fixture may be subject to penalties under the GDT.

4.2.5. When a Competition Fixture is abandoned:

- a. After commencement of the Competition Fixture, all Match Officials are entitled to receive 100% of their normal Match Fee; or
- b. prior to commencement of the Competition Fixture, all Match Officials are entitled to receive 50% of their normal match fee if the Match Official(s) were present at the venue when the Competition Fixture was due to commence

4.2.6. Match Officials may not claim more than one (1) postponed match fee from one venue on one day.

4.2.7. If a Competition Fixture is abandoned by the Match Official, both the Match Official and the Home Club must notify FFV by the following working day that the Competition Fixture has been abandoned.

4.3. Postponed/Rescheduled Competition Fixtures

4.3.1. Competition Fixtures may only be postponed or rescheduled by FFV competitions staff.

- 4.3.2. FFV may reschedule Competition Fixtures at its discretion. In exercising that discretion, FFV;
- a. Is not subject to the deadlines or timeframes set out in Rule 4.7; and
 - b. Will take into consideration relevant circumstances including but not limited to the scheduling of Cup Fixtures.
- 4.3.3. FFV will determine the new time and date for the playing of a postponed/rescheduled Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled Competition Fixture as determined by FFV and any Club which fails to do so will automatically forfeit the Competition Fixture and may face penalty under the GDT.
- 4.3.4. Any postponed or abandoned 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 Competition Fixtures be played midweek.
- 4.3.5. Any Competition Fixture scheduled by FFV to be replayed must be completed by no later than one (1) week after the conclusion of the Regular Season unless otherwise approved or directed by FFV in writing. FFV may record the result of any Competition Fixture not completed within this time frame as a 'No Result'.
- 4.3.6. Any Club Associate or Club found guilty of rearranging a Competition Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be subject to penalty under the GDT. FFV may also record the final score of any such Competition Fixture as a 'No Result'.
- 4.3.7. In the event of a postponed or abandoned Competition Fixture which is required to be replayed, clubs have five (5) business days from the originally scheduled 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 Competition Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants health and/or safety.
- 4.4.2. If 30 minutes before kick off the temperature at the venue is 32° or above, water bottles must be made available to enable any player to take a drink during the course of the 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;

- a. allow a 2 minute break during the course of each half.
- b. allow additional drinks breaks in accordance with Rule 4.4.2 or otherwise;
- c. abandon the Competition Fixture, if in the Match Official's opinion it is unsafe to continue.

4.5. Match Points

4.5.1. In all 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

- 4.5.2. FFV reserves the right to record any Competition Fixture as a 'No Result' if the circumstances require or as a result of a breach of these Rules.
- 4.5.3. At the end of the Regular Season, all Teams will be ranked from highest to lowest by virtue of the total number of match points received.
- 4.5.4. If one (1) or more Teams finish the Regular Season on the same number of points, their final position will be determined as follows:
 - a. The Team with the greatest Goal Difference will finish higher.
 - b. If Goal Difference is the same, then the Team that has scored the most Goals FOR will be deemed to have finished higher.
 - 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 Competition Fixtures played between those Teams For the current Regular Season (excluding Cup Fixtures).
 - d. If the aggregate scores between the Teams are the same, then AWAY goals will count as double.
- 4.5.5. If one (1) or more Teams have the identical number of match points, Goal Difference, Goals Scored & Conceded, and the results between the Teams is the same, then those Teams will be deemed to have tied.
- 4.5.6. If the final standing in any League is affected by a tie in accordance with Rule 4.5.5 so that it has a bearing on promotion or relegation to another League, Finals or Playoff, then FFV will fixture a Play Off Match between those Teams in accordance with these Rules to separate them.

- 4.5.7. NPL Boys under 12 Teams will not play for points in 2017 and are not subject to Rule 4.5

4.6. Non-Participation in a Competition Fixture

- 4.6.1. Clubs/Teams are obliged to participate in all Competition Fixtures. Any Club/Team which fails to do so may be subject to Misconduct under the GDT.
- 4.6.2. If both Clubs/Teams refuse to play or are not ready to commence the Competition Fixture as scheduled (refer to Rule 4.2.2.e), FFV may award a 'No Result'.
- 4.6.3. In the event of forfeit without adequate notification to FFV, the payment of any Match Official fees is entirely (100%) the responsibility of the non-participating Club. The payment will be shared (50%) if both Clubs do not (or are not ready to) participate in the Competition Fixture.
- 4.6.4. Non-participation and forfeit fines for specific competitions may be altered by FFV provided that they are implemented throughout the competition.
- 4.6.5. When insufficient players are available for a Competition Fixture a senior Team within a Club must take priority over a reserve Team. Failure to field either Team will be subject to penalties under the GDT.
- 4.6.6. Any Team which fails to participate in three (3) Competition Fixtures within a Regular Season may be removed from its League at FFV's discretion.

4.7. Change of Venue/Fixture Requests by Club

- 4.7.1. *Change of Venue Requests*
- a. Change of venue requests may only be made on the basis of perceived unplayable pitch conditions, or to relocate a Competition Fixture to an improved facility.
 - b. A written request, including booking confirmation, to relocate a Competition Fixture to an improved facility must be received by FFV no less than 14 days prior to a 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 a change to kickoff times or dates will be subject to Rule 4.7.2.
 - c. Any change request based on deteriorating pitch or venue conditions may be considered within the 14 day period prior to the Competition Fixture at the discretion of FFV.
 - d. Alternate venues will be assessed against the NPL Facility Standard with any approval/dispensation to rest at the discretion of FFV.

4.7.2. *Fixture Date/Time Change Requests*

- a. FFV will consider a fixture change request by a Club if the request is received no less than 14 days prior to the fixture with written consent provided to FFV by the Club Officials of both Clubs. Any request submitted within 14 days is subject to the availability of match officials and the discretion of FFV.
- b. No date or time change request will be accepted for the final round of any NPL Men's or NPL Boys competition .
- c. Scheduled FFV competition catch-up and Cup Fixture rounds will only be used in the case of postponed or abandoned Competition Fixtures.
- d. Exemption from Rule 4.7.2.c may only be made if;
 - (i) a request is made in accordance with Rule 4.7.2.a; and
 - (ii) five (5) days prior to the catch-up or Cup Fixture round neither Club is involved in any other Competition Fixture being played in that catch-up or Cup Fixture round.

4.7.3. Rules 4.7.1 and 4.7.2 do not apply to Finals or Play Off Matches.

4.7.4. Any decision to reschedule a Competition Fixture (or otherwise) under Rule 4.7 is subject to FFV's right to reschedule a Competition Fixture in accordance with Rule 4.3.2.

4.7.5. FFV' decisions in relation to rescheduling of Competition Fixtures will be final and binding on all parties and are not subject to appeal.

5. MATCH OFFICIALS

5.1. Match Official Fees

- 5.1.1. FFV will endeavor to appoint a Match Official to each Competition Fixture, subject to availability and applicable fixture schedule.
- 5.1.2. 2017 Match Official fees as set out on the FFV website and will apply for the duration of the Regular Season, although are subject to change at any time.
- 5.1.3. Unless otherwise stated in the Competition Regulations, payment in cash or cheque of all Match Official fees must be made by the Home Club on the day of the Competition Fixture.
- 5.1.4. If payment is made by cheque, and that cheque is subsequently dishonoured, the Club will be invoiced for the outstanding amount plus any costs reasonably incurred by FFV as a result of the cheque being dishonoured.
- 5.1.5. If a Competition Fixture is abandoned or postponed, all Match Officials are entitled to receive match fees in accordance with Rules 4.2.5.

5.2. Assistant Match Officials

- 5.2.1. Where available two (2) assistant Match Officials shall be appointed to a Competition Fixture (including NPL Boys Competition Fixtures) to assist the Match Official.
- 5.2.2. If insufficient assistant Match Officials have been appointed, each Team must provide an assistant to the Match Official. Failure to comply will result in a forfeit by the Team which fails to provide an assistant.

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 Competition Fixture.
- 5.3.2. If the Match Official is late arriving at a 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 scheduled start of the Competition Fixture, both clubs shall agree on a person to act as the Match Official for the Competition Fixture, or until the appointed Match Official arrives. 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 Competition Fixture.
- 5.3.4. If a 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 be deemed to have forfeited the Competition Fixture.

- 5.3.5. All Clubs must fulfill all 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 penalty under the GDT.

5.4. Decisions of the Match Official

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

5.5. Pitch & Facility Exception Report

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

5.6. Match Records and Misconduct Reports

- 5.6.1. At the conclusion of each Competition Fixture, the Match Official shall consult with his or her Assistant Match Officials, where appointed, and confirm the accuracy of all Competition Fixture information before completing each Team's Match Records.

- 5.6.2. Match Records must be

- a. Submitted by the Club to FFV where no FFV Match Official officiates an NPL Competition Fixture (including NPL Men's & NPL Boys); and
- b. Retained by all Match Officials in relation to each Competition Fixture for a minimum of 12 months from the end of the Regular Season in which the Competition Fixture took place, and a copy submitted to FFV if requested.

- 5.6.3. Match Records to be submitted to FFV in accordance with Rule 5.6.2 must be submitted within 48 hours from the competition of the relevant Competition Fixture date (in accordance with Rule 5.6.2.a) or a request from FFV (in accordance with Rule 5.6.2.b).

- 5.6.4. Misconduct Reports must be submitted in accordance with the requirements set out in the GDT.

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 and for the safety of other players and officials
- 5.7.2. The Match Official may allow the injured player to rejoin the 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 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 in his or her discretion allow the player to wear an alternative numbered, or blank, shirt.

5.8. Match Reporting

- 5.8.1. Match Officials must enter all match results & player data in accordance with Regulation 11.3.
- 5.8.2. Match Officials will be required to adhere to any future requirements relating to the use of online match records, results reporting and match data recording, as prescribed by FFV from time to time.

6. REGISTRATION

6.1. The Registration Process is set out in the 2017 FFV Registration Regulations.

6.2. Player Rosters

- 6.2.1. Mandatory Rosters between 20 and 23 players are required for the following leagues:
 - a. NPL Seniors;
- 6.2.2. Players can only be added to the Club's Senior roster during the registration windows set out in Rules 6.2.2.a & 6.2.2.b unless otherwise approved by FFV:
 - a. The first registration window opens on Monday 16 January and closes on Wednesday 1 February;
 - b. The second registration window opens on Monday 22 May and closes on Wednesday 7 June.
- 6.2.3. Any player registered for a Club's Under 20 or NPL Boys Teams following the closure of the second registration window set out in clause 6.2.2.b is not permitted to play for the NPL Senior Team.
- 6.2.4. Clubs must submit to FFV an NPL Under 20 Roster prior to closure of the first registration window as set out in 6.2.2.a which must have a minimum of 16 and a maximum of 20 players.
- 6.2.5. Clubs must submit to FFV an NPL Under 20 Roster prior to closure of the second registration window as set out in 6.2.2.b which must have a minimum of 18 and maximum of 20 players.
- 6.2.6. Player rosters for each Clubs NPL Boys Teams:
 - a. Are recommended to have a maximum of 18 players;
 - b. Must not exceed 20 players, subject to Rule 10.10 and;
 - c. Must be submitted to FFV by Monday 17 April.

6.3. Player Points System

- 6.3.1. The Player Points System is defined in the Participation Licence and updated from time to time.
- 6.3.2. The Player Points system only applies to NPL Senior Teams.
- 6.3.3. The Player Points Cap for NPL Senior Teams in 2017 is 200.

- a. If a Senior Team participates in a Competition Fixture whilst over the 200 point limit the match will be awarded as a 3-0 win to the opposition.
- 6.3.4. Any NPL Under 20 or NPL Boys player may play in their Club's NPL Senior Team for a maximum of 40% of senior Competition Fixtures during any given Regular Season without being included in the Player Points Cap, subject to complying with Rule 6.2 and Rule 10.10.2
- 6.3.5. Once a player has played 40% of Competition Fixtures for their Club's NPL Senior Team they must be included on the Player Roster and will be subject to the Player Points Cap before they are permitted to play any more Competition Fixtures for the NPL Senior Team of that Club.
 - a. For NPL1 Seniors the 40% threshold will amount to 10 matches.
 - b. For NPL2 Seniors the 40% threshold will amount to 11 matches.
- 6.3.6. For the avoidance of doubt Westfield FFA Cup, Dockerty Cup, NPL Finals and Playoffs matches do not count towards the 40% threshold referred to in Rule 6.3.5.
- 6.3.7. Players can only be added to the Club's roster during the registration windows set out in Rule 6.2.2 and subject to Rule 6.2.
- 6.3.8. FFV and FFA reserve the right to alter the Player Points System to cope with unforeseen circumstances.
- 6.3.9. The Player Points Cap for all NPL1 Senior and NPL2 Senior Teams may be published on the FFV Website from time to time.

7. CODES OF BEHAVIOUR

Please refer to **Schedule 2** which sets out all relevant Codes of Behaviour and Codes of Conduct applicable to FFV competitions, Competition Fixtures, Clubs, players, Match Officials and Club Associates and officials.

8. MINIMUM REQUIREMENTS OF EACH VENUE CATEGORY

Please refer to **Schedule 3** for a copy of the NPL Facility Standard.

9. FOOTBALL LIGHTING POLICY & REQUIREMENTS

Applicable lighting standards and requirements for Competition Fixtures are set out in FFV's [Football Lighting Policy](#) as published on the FFV website and as amended from time to time.

SCHEDULE 3 – 2017 COMPETITION REGULATIONS - NPL MEN & NPL BOYS

10. COMPETITION STRUCTURE

10.1. General Information

10.1.1. These Regulations shall apply to all NPL Competitions, specifically:

- a. NPL Mens Competition Fixtures; and
- b. NPL Boys Competition Fixtures.

10.1.2. In 2017 NPL Competitions shall include the following:

League Name	Abbreviation	Number of Teams
National Premier Leagues 1	NPL1	14
National Premier Leagues 2 East	NPL2E	10
National Premier Leagues 2 West	NPL2W	10
National Premier Leagues 1 20s	NPL 20	14
National Premier Leagues 2 East 20s	NPL2E 20	10
National Premier Leagues 2 West 20s	NPL2W 20	10
National Premier Leagues 18s	NPL 18	32
National Premier Leagues 16s	NPL 16	32
National Premier Leagues 15s	NPL 15	32
National Premier Leagues 14s	NPL 14	32
National Premier Leagues 13s	NPL 13	32
National Premier Leagues 12s	NPL 12	64

10.1.3. These Regulations are in addition to the Participation Licence signed by each NPL Club. Participation in NPL Competitions is subject to compliance with both these Regulations and the terms of the Participation Licence. See further Regulation 12.4 below.

10.1.4. NPL Senior Teams and Under 20 Teams from each NPL Club will play on the same day. NPL Under 20 Competition Fixtures will be played as a curtain raiser to NPL Senior Team Competition Fixture on that day, unless otherwise determined by FFV.

10.1.5. NPL fixtures may only be played on public holidays with the permission of FFV.

10.1.6. FFV reserves the right to determine dates and times of Competition Fixtures with specific regards to the number of matches played within the immediate proximity of the relevant Competition Fixture; including but not limited to FFA Cup and Dockerty Cup commitments.

- 10.1.7. All promotion and relegation provisions referred to in Rule 10.2 are subject to NPL Competitions continuing in 2018 in the same, or substantively the same, structure.

10.2. National Premier Leagues 1 (NPL1)

- 10.2.1. NPL1 shall consist of a single division comprising 14 Clubs or such other number as may be determined by FFV in its absolute discretion.
- 10.2.2. Those Clubs finishing in 13th and 14th at the end of the NPL1 Senior Regular Season may be relegated in the following season at the discretion of FFV.
- 10.2.3. The Club finishing in 12th position at the end of the NPL Senior Regular Season will compete against the winner of the Play Off match referred to in Rule 10.3.8 to determine its 2018 League position.
- 10.2.4. If a Team is withdrawn from NPL1 prior to the start of the Regular Season then that vacancy may be;
- a. replaced with a bye; OR
 - b. offered to an NPL Senior Team in the following order:
 - i. if applicable, the NPL1 Team which finished in 12th position in 2016 but was relegated via the playoff referred to in Relegation 10.2.3;
 - ii. the NPL1 Team which finished in 13th position in NPL1 in 2016;
 - iii. if applicable, the NPL2 Team which lost the Play Off match referred to in Relegation 10.2.3 in 2016;
 - iv. the NPL1 Team which finished in 14th position in NPL1 in 2016;
 - v. the NPL2 Team which lost the Play Off Match referred to in Regulation 10.3.8;
 - vi. the remaining Clubs in NPL2 in order of their final position on the NPL2 ladder in 2016 (highest to lowest). For the avoidance of doubt Clubs will be ranked in order of:
 - 1. League position; then
 - 2. Average points per game; then
 - 3. Goal difference; then
 - 4. Average goals per game; OR
 - c. left vacant at the discretion of FFV.
- 10.2.5. NPL1 Teams will play each other on a home and away basis over 26 Rounds unless otherwise determined by FFV.

Finals

- 10.2.6. The NPL1 Team finishing on top of the ladder at the conclusion of the Regular Season will be crowned NPL1 Premiers.
- 10.2.7. The NPL1 Premiers will represent Victoria in the NPL National Finals Series.
- 10.2.8. The Teams finishing in positions 1 to 6 at the conclusion of the NPL1 Regular Season will qualify for the Victorian NPL Senior Men's Finals Series. The Victorian NPL Senior Men's Finals Series will be contested as follows:
- a. *Week 1*
 - i. 1st and 2nd placed Teams will receive a bye into week 2;
 - ii. 3rd place will host 6th place with the winning Team advancing to week 2, losing Team is eliminated;
 - iii. 4th place will host 5th place with the winning Team advancing to week 2, losing Team is eliminated.
 - b. *Week 2*
 - i. 1st place will host the lowest place qualifier from the Competition Fixtures outlined in 10.2.8.a.ii and 10.2.8.a.iii with the winning Team advancing to the Grand Final, losing Team is eliminated;
 - ii. 2nd place will host the highest place qualifier from the Competition Fixtures outlined in 10.2.8.a.ii and 10.2.8.a.iii with the winning Team advancing to the Grand Final, losing Team is eliminated.
 - c. *Week 3*
 - i. The NPL1 Grand Final between the winners of the matches outlined in 10.2.8.b.
 - ii. The Grand Final will be hosted at an FFV appointed venue.
 - iii. The winner of the NPL1 Grand Final will be crowned the Victorian NPL1 Champion.

Procedures to Determine the Winner of Finals

- 10.2.9. All Finals played in the 2017 Finals Series will be played over one (1) leg.
- 10.2.10. If, at the conclusion of any Final, the scores between the Teams are tied, extra time of two equal periods of 15 minutes will be played to decide the winner.
- 10.2.11. 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 Final.

10.3. National Premier Leagues 2 (NPL2)

- 10.3.1. NPL2 shall consist of 2 regional conferences of 10 Teams each (NPL2 East and NPL2 West) or such other number as may be determined by FFV in its absolute discretion.
- 10.3.2. Each NPL2 Team will play a total of 28 Regular Season matches comprising:
 - a. Home and Away Competition Fixtures against the nine (9) remaining NPL2 Teams in its conference (total of 18 fixtures); and
 - b. One Competition Fixture (either Home or Away) against each of the ten (10) NPL2 Teams in the opposite conference (total of 10 fixtures).
- 10.3.3. All Competition Fixtures referred to in Regulation 10.3.2 (including wins/losses, goals for, goals against) will count towards that Team's conference ladder position.
- 10.3.4. The NPL2 Team finishing top of the NPL2 East ladder at the end of the NPL2 East Regular Season will be crowned NPL2 East Premiers and may be promoted to NPL1 in the following season.
- 10.3.5. The NPL2 Team finishing top of the NPL2 West ladder at the end of the NPL2 West Regular Season will be crowned NPL2 West Premiers and may be promoted to NPL1 in the following season.
- 10.3.6. Those Clubs finishing in 10th in both NPL2 East and NPL2 West at the end of the NPL2 regular season may be relegated in the following Regular Season in accordance with the NPL/MSL Promotion and Relegation policy and NPL Participation Licence.

Finals & Play Offs

- 10.3.7. The NPL2 East Premiers will play the NPL2 West Premiers in the NPL2 Grand Final to determine the NPL2 Champion for 2017. This Final will be played at a venue to be determined by FFV.
- 10.3.8. The NPL2 Teams finishing 2nd in NPL2 East and NPL2 West respectively after the NPL2 Regular Season will compete in a Play Off Match. The loser will remain in NPL2 for the following Regular Season. The winner will advance to the Playoff Match referred to in Regulation 10.2.3.
- 10.3.9. The winner of the Play Off Match referred to in Regulation 10.2.3 may compete in NPL1 in the following season.
- 10.3.10. The loser of the Play Off Match referred to in Regulation 10.2.3 may compete in NPL2 the following season.

10.4. NPL Mens Fixtures

- 10.4.1. NPL Mens Teams may nominate the following days to host their home Competition Fixtures: Friday, Saturday, Sunday or Monday, although FFV may schedule Competition Fixtures on other days as it deems necessary, or otherwise approves.
- 10.4.2. Friday or Monday night Competition Fixtures may not kick off earlier than 6.15pm (NPL Under 20s) or 8.15pm (NPL Senior Team), unless either Competition Fixture has been rescheduled according to Rule 4.3.
- 10.4.3. Saturday or Sunday Competition Fixtures may not kick off earlier than 12.15pm (NPL Under 20s) or 3.00pm (NPL Senior Team), unless either Competition Fixture has been rescheduled according to Rule 4.3.
- 10.4.4. Saturday or Sunday Competition Fixtures may not kick off later than 6.30pm (NPL Under 20s) or 8.30pm (NPL Senior Team), unless either Competition Fixture has been rescheduled according to Rule 4.3.
- 10.4.5. The applicable kick off times for Saturday or Sunday Competition Fixtures apply to any Competition Fixtures held on public holidays.
- 10.4.6. FFV may alter kick off times to accommodate travel to and from regional areas

10.5. NPL and NPL2 Under 20s Competition

- 10.5.1. Players born prior to 1st January 1997 will be deemed 'overage' Players.
- 10.5.2. In NPL1 and NPL2 Under 20s Competitions, Clubs may list and field a maximum of 4 overage players in any one (1) Competition Fixture.
- 10.5.3. In all Under 20s Competition Fixtures, Clubs must denote each overage player on the Match Record by placing an asterisk next to that player's shirt number.
- 10.5.4. The Team finishing top of the NPL 2 West 20s and the NPL 2 East 20s competitions respectively at the conclusion of the Regular Season will be crowned champions of their respective Leagues.

10.6. NPL Boys Competitions

- 10.6.1. NPL Boys competitions will consist of the following age groups in 2017:
 - a. Under 12
 - b. Under 13
 - c. Under 14
 - d. Under 15
 - e. Under 16
 - f. Under 18

10.7. Composition of Leagues for Under 12

10.7.1. Rule 10.7 is to be read in conjunction with the remainder of these Rules and any other regulations or guidelines as published by FFV from time to time.

10.7.2. NPL Under 12 competitions are played under the IFAB Laws of the Game, and include the following:

Number of Players	9-a-side including a goalkeeper. Maximum of 4 substitutes
Field of Play	Max: 60m long x 45m wide Min: 55m long x 40m wide
Line Markings	Cones, markers or painted lines are allowed
Penalty Area	10m deep x 24m wide
Goal Size	5m wide x 2m high Portable goals are required
Ball Size	Size 4

10.7.3. NPL Under 12 competitions will be split geographically into 2 Leagues (East and West):

- a. Each NPL Boys Under 12 Team will play a total of 24 Competition Fixtures within its respective League in addition to gala rounds, under the competition format determined by FFV.
- b. Every NPL Club may only (and must) enter two Under 12s Teams subject to Rule 10.7.3.c
- c. Regional clubs may choose to enter their Under 12s Teams in either NPL Under 12 competition or local community competition in accordance with the Participation Licence.

10.7.4. NPL under 12 competitions will be played under the following match schedule and format:

- a. Each Team will play a total of two (2) Competition Fixtures in any given competition round.

Game 1 (30 minutes)	Game 2 (30 minutes)
Team A1 vs. Team B1	Team A1 vs. Team B2
Team A1 vs. Team B2	Team A1 vs. Team B1

- b. Each competition fixture will consist of two equal periods of 15 minutes for total of 30 minutes in duration including a half-time interval of at least one (1) minute.
- c. Teams may make any number of interchanges during the half-time break of a Competition Fixture or in the event of injury where the injured player is required to be replaced.

- 10.7.5. Clubs must submit Under 12 squad rosters with a maximum of 27 players including:
- a. A maximum of 24 outfielders;
 - b. A minimum of 2 and maximum of 3 goalkeepers;
 - c. A maximum of six under 11 (2006 born) players.
- 10.7.6. Players born on or after January 1 2007 are ineligible to compete in NPL Under 12 competitions.
- 10.7.7. League tables and results will not be recorded in NPL Under 12 competitions.
- 10.7.8. Match Records are not applicable in NPL Under 12 Competitions.
- 10.7.9. Red & yellow cards are not applicable in NPL Under 12 Competitions.

10.8. Composition of Leagues for Under 13 – Under 18

- 10.8.1. All NPL Boys competitions for Under 13 to Under 18 will be split geographically into 2 leagues (East and West) (**NPL Boys Leagues**).
- 10.8.2. Each NPL Boys Team will play a total of 27 Competition Fixtures within its respective NPL Boys League, under the competition format determined by FFV.
- 10.8.3. The Team finishing top of each NPL Boys League will be crowned champion of that NPL Boys League.
- 10.8.4. Every NPL Club may only (and must) enter one Team in each of the Under 13, Under 14, Under 15, Under 16 and Under 18 NPL Boys Competitions.

10.9. NPL Boys Kick-off Times & Days

- 10.9.1. NPL Boys Competition Fixtures may be played on Saturday or Sunday although FFV may schedule Competition Fixtures on other days as it deems necessary, or otherwise approves.
- 10.9.2. All NPL Boys Competition Fixtures have flexible kick off times provided they do not kick-off earlier than 8:45am or later than 6:30pm unless the FFV Competition Fixture has been rescheduled as per Rule 4.3, or otherwise determined by FFV
- 10.9.3. FFV may alter preferred kick off times to accommodate travel to and from regional areas.
- 10.9.4. NPL Boys Teams may be required to play more than 1 Competition Fixture on any given weekend.

10.9.5. FFV may alter kick off times of any Team within the NPL Boys Competition upon the basis of a fixture clash.

10.10. Player Eligibility

10.10.1. All NPL players must be registered in MyFootballClub in line with the FFV Registration Regulations.

10.10.2. Players must be at least 15 years old by January 1 2017 to be eligible to participate in Senior NPL1, NPL2 or NPL Under 20 competitions.

10.10.3. A Club may seek dispensation from Rule 10.10.2 provided it meets the following minimum criteria:

- a. The application must be supported by a signed letter from the player's Club supporting the application;
- b. The application must be supported by a signed letter from the player's Technical Director;
- c. The application must be supported by a signed letter of consent from the player's parent or guardian supporting the application; and
- d. The Club/player must provide FFV with any further information requested.

10.10.4. All decisions in relation to Rule 10.10.3 are at the discretion of the FFA Technical Director and are not appealable

10.10.5. All players competing in NPL Boys competitions (Under 13 to Under 18) are required to have Photo ID cards and present those ID cards to the Match Official before competing in any NPL Boys Competition Fixture. For clarity:

- a. ID Cards must include the player photo uploaded to MyFootballClub;
- b. An ID Card with a photo attached after printing of the card will be deemed to be invalid;
- c. ID Cards presented in an electronic form, including but not limited to smart phones, tablets, laptops and computers are valid; and
- d. Photocopied ID cards will be deemed invalid.

10.10.6. Clubs may apply for a dispensation for a player to play down one age group under the guidelines for Relative Age Effect which are reviewed and communicated from time to time by FFV.

10.10.7. Players in the following age groups may take part in NPL Boys Competitions:

Age Group	Year of Birth
NPL 12	Born on or after 1 January 2005
NPL 13	Born on or after 1 January 2004
NPL 14	Born on or after 1 January 2003
NPL 15	Born on or after 1 January 2002
NPL 16	Born on or after 1 January 2001
NPL 18	Born on or after 1 January 1999

11. FIXTURE REQUIREMENTS

11.1. Substitution & Interchange

- 11.1.1. Each NPL Senior Team may make up to three (3) substitutions in any NPL Competition Fixture, with no more than five (5) substitutes permitted to be named on the Match Record.
- 11.1.2. All Teams competing in NPL1 & NPL2 Under 20 Competition Fixtures are permitted to name five (5) and use all five (5) substitutes in any NPL Competition Fixture
- 11.1.3. For all NPL under 13 – NPL under 18 Competition Fixtures, a maximum of 16 Players may be named on the Match Record. Those Teams may make any number of interchanges during a Competition Fixture in accordance with the following:
 - a. For Under 13 and Under 14 Competition Fixtures, a maximum of two interchange periods per Team in each half;
 - b. For Under 15 to Under 18 Competition Fixtures, a maximum of three interchange periods per Team in each half;
 - c. Teams may conduct any number of interchanges during the half time interval;
 - d. Teams must notify the Match Official when they intend to utilize their allocated interchange periods;
 - e. Match Officials may permit an interchange to take place outside of the allocated interchange periods if, in their opinion and in consultation with Team first aid or medical staff, a player has sustained an injury and is required to be replaced.
- 11.1.4. A Match Official may decline the interchange of players in the last five (5) minutes of a Competition Fixture if in his opinion the change is being made to deliberately delay play.

11.2. Match Balls

- 11.2.1. The Home Team shall provide the Match Official with 3 match balls (size 5) no later than 30 minutes prior to the start of the scheduled Competition Fixture, subject to Regulation 11.2.2.
 - a. For all NPL under 12 and Under 13 matches size 4 match balls must be provided.
- 11.2.2. All Clubs must use a licensed match ball from one of FFV's licensed ball manufacturers as advised by FFV from time to time.

- 11.2.3. All Clubs must use the prescribed Mitre match ball in NPL Senior Team Competition Fixtures.
- 11.2.4. Any breach of the match ball licensing arrangements must be reported to FFV by the Match Official.
- 11.2.5. A failure to comply with Regulation 11.2 may result in a penalty under the GDT.

11.3. Results of Competition Fixtures

11.3.1. NPL Senior Team Competition Fixtures – Minimum Requirements

- a. The Match Official must enter:
 - i. Half Time Score;
 - ii. Full Time Score;
 - iii. Home & Away Team Player List (including starting XI) & Numbers;
 - iv. Home & Away Team Captain and GK;
 - v. Home & Away Team Officials;
 - vi. Home & Away Team goal scorers;
 - vii. Home & Away Team yellow cards;
 - viii. Home & Away Team red cards; an
 - ix. Home & Away Team substitutions.
- b. Items outlined in 11.3.1.a.i and 11.3.1.a.ii must be entered within 90 minutes of the conclusion of the Competition Fixture.
- c. Items outlined in 11.3.1.a.iii to 11.3.1.a.ix (inclusive) must be entered within 24 hours of the completion of the Competition Fixture.
- d. If no FFV Match Official has officiated the Competition Fixture then
 - i. The Home Team must enter information outlined in Rule 11.3.1a (including match score and information pertaining to the home Team)in accordance with Rule 11.3.1.b and Rule 11.3.1.c.
 - ii. The Away Team must enter information outlined in Rule 11.3.1a (excluding match score and including information pertaining to the away Team)in accordance with Rule 11.3.1.c.
 - iii. Both the Home & Away Team must submit to FFV a copy of their Match Record within 48 hours of the completion of the Competition Fixture.

- iv. Clubs who fail to comply with Rule 11.3.1.d. may face a penalty under the GDT.

11.3.2. Under 20 and NPL Boys Competition Fixtures – Minimum requirements

- a. The Match Official must enter:
 - i. Full Time Score;
 - ii. Home & Away Team Player List & Numbers;
 - iii. Home & Away Team Officials;
 - iv. Home & Away Team goal scorers;
 - v. Home & Away Team yellow cards;
 - vi. Home & Away Team red cards; and
 - vii. Home & Away Team substitutions (U20 only).
- b. Items outlined in 11.3.2.a.i must be entered within 24 hours of the completion of the Competition Fixture.
- c. Items outlined in 11.3.2.a.ii to 11.3.2.a.vi (inclusive) must be entered within 48 hours of the completion of the Competition Fixture.
- d. If no FFV Match Official has officiated the Competition Fixture then
 - i. The Home Team must enter information outlined in Rule 11.3.2a (including match score and information pertaining to the home Team)in accordance with Rule 11.3.2.b and Rule 11.3.2.c.
 - ii. The Away Team must enter information outlined in Rule 11.3.2a (excluding match score and including information pertaining to the away Team)in accordance with Rule 11.3.2.c.
 - iii. Both the Home & Away Team must submit to FFV a copy of their match record within 48 hours of the completion of the Competition Fixture
 - iv. Clubs who fail to comply with Rule 11.3.2.c. may face a penalty under the GDT

11.3.3. Clubs will be required to adhere to any future requirements relating to the use of online match records, results reporting and match data recording, as prescribed by FFV from time to time.

11.4. Catering

- 11.4.1. Home Teams will be required to provide the following catering for visiting Teams in NPL Competitions:
- a. Competition Fixtures in NPL1 Seniors and NPL2 Seniors;
 - i. 1 Slab of water (24 Bottles), or sports drink equivalent to be placed in the opposition change rooms prior to kick off.
 - ii. 1 tray of sandwiches or equivalent hot food to be provided within 30 minutes of the conclusion of the match.
 - b. Under 20 Competition Fixtures in NPL1 & NPL2;
 - i. 1 Slab of water (24 bottles), or sports drink equivalent to be placed in the opposition change rooms prior to kick off.
 - c. NPL Boys Competition Fixtures in NPL;
 - i. There are no minimum catering requirements for NPL Boys fixtures

11.5. Recording of Matches

- 11.5.1. All Clubs are required to film all home matches of their Senior NPL1 or Senior NPL2 Team. In addition:
- a. Footage must be filmed from at or near half way, at the highest available elevation.
 - b. Footage provided to FFV must be match highlights (all goals, other highlights at club's discretion) in minimum 720p video quality.
- 11.5.2. Match Highlights of each match must be provided to FFV no later than the Tuesday close of business following the NPL Competition Fixture in question, subject to Regulation 11.5.4 below.
- 11.5.3. For Competition Fixtures played on Monday, footage must be provided to FFV no later than Wednesday close of business.
- 11.5.4. For other midweek matches, excluding Friday, footage must be received no later than 2 working days after the conclusion of the Competition Fixture.

12. FIXTURE DETAILS

12.1. Admittance to Competition Fixtures

12.1.1. Team Admittance Passes

- a. NPL Mens Team's will be provided with 55 Admittance Passes for season 2017.
- b. These passes must be displayed upon entry by the visiting club on the day of the Competition Fixture.
- c. The passes referred to in 12.1.1.a are also season passes and will entitle the bearer admittance to any NPL1 or NPL2 Competition Fixture, subject to the conditions outlined on the pass.
- d. In the event a Competition Fixture for which admission cannot be charged and a NPL1 or NPL2 Competition Fixture are played at the same venue on the same day, no persons attending for the purpose of the non NPL1 or NPL2 Competition Fixture can be charged for entry into the venue.

12.1.2. Admittance Prices

Maximum admittance prices for the 2017 season are as outlined below
Clubs may only charge the full amount (GST Incl.) if they are registered for GST.

NPL Senior & Under 20

Category	Admittance Price
Adults	\$15.00 (inclusive of GST)
Students/ Pensioners/ Concession Holders	\$10.00 (inclusive of GST)
Holders of current FFV Media Passes and current FFA Media Passes	FREE
Current FFV Special Pass Holders	FREE
Under 14	FREE

NPL2 Senior & Under 20

Category	Admittance Price
Adults	\$10.00 (inclusive of GST)
Students/ Pensioners/ Concession Holders	\$5.00 (inclusive of GST)
Holders of current FFV Media Passes and current FFA Media Passes	FREE
Current FFV Special Pass Holders	FREE
Under 14	FREE

NPL Boys

No admission fees may be charged

12.1.3. Car Parking

- a. NPL Clubs may charge football patrons for entry into NPL1 Senior, NPL2 Senior and NPL Under 20 Competition Fixtures other than:
 - i. Match Officials;
 - ii. Event Assistants;
 - iii. FFV Directors and staff; and
 - iv. Holders of an FFV or FFA media pass.
- b. A car parking fee at NPL Competition Fixtures must not exceed \$3.00.
- c. No Club may charge for car parking at any other Competition Fixture.

12.1.4. No Club may charge car parking for a standalone NPL Under 20 fixture

Conditions of Entry to Venues

12.1.5. For Senior NPL and NPL2 Competition Fixtures the Home Club shall comply with FFV's conditions of entry to Club venues and shall display those conditions at each entry point to the venue.

12.2. Security

12.2.1. All Clubs, players, Match Officials, Club Associates and Club Officials must comply with FFV's Match Day Risk & Security Policy as promulgated by FFV from time to time, and any security arrangements put in place as a result of the application of that policy.

12.2.2. All NPL Senior Teams are required to provide a minimum of 4 contracted security personnel to be present at each home Competition Fixture for their Senior Team.

- a. NPL Senior Teams may apply to reduce the minimum required contracted security to two security personnel provided it satisfies FFV that the risk is significantly below that of a standard Competition Fixture
- b. FFV may reverse any decision relating to Rule 12.2.2.a if FFV is made aware of new information or circumstances which increases the risk profile of the fixture. Any decision made by FFV under this Clause is not appealable.

12.2.3. NPL Clubs are not required to provide contracted security for NPL2 and NPL Boys home Competition Fixtures.

12.2.4. Rule 12.2 is subject to FFVs Risk Assessment and Security Policy as amended from time to time.

12.3. Media and Other Passes

12.3.1. Media Passes are provided at the sole discretion of FFV and entitle the holder entry into all FFV Fixtures.

12.3.2. FFV may withdraw a FFV Media Pass at any time.

12.3.3. Season Passes are provided at the sole discretion of FFV and entitle the holder entry into specific FFV Competitions Fixture.

12.3.4. No Club may refuse entry to persons holding the following without FFV's prior written consent unless the person poses a genuine security threat:

- a. a current FFV season or;
- b. FFA Media Pass.

12.4. Participation Licence

12.4.1. Each NPL Club must sign a Participation Licence prior to participating in any NPL competition. The terms of the Participation Licence must be complied with at all times. In the event a term of the Participation Licence conflicts with one or more of these Regulations, the Participation Licence terms will prevail.

13. AWARDS

13.1. Best and Fairest Votes

- 13.1.1. At the conclusion of each NPL Senior and NPL2 Senior Competition Fixture, the Match Official must complete the Best and Fairest Votes and submit these to FFV within two (2) working days.
- 13.1.2. All votes must be recorded on the FFV competition management system by the Match Official.
- 13.1.3. All votes must be treated with the highest confidentiality.
- 13.1.4. Votes shall be cast in a 3-2-1 format with three (3) votes given for the Player adjudged by the Match Official to be the best and fairest in the relevant NPL Competition Fixture.
- 13.1.5. A failure to comply with Regulation 13 may result in a Match Official being suspended from officiating or demoted to a lower competition division.
- 13.1.6. A player who receives a suspension as defined in the GDT, with the exception of a Y5 suspension, shall be ineligible to win a Best and Fairest award in the competition that the suspension was received. To avoid doubt this Regulation includes but is not limited to a player who receives ten (10) Yellow Cards or more in a Regular Season.
- 13.1.7. A player who has a Direct Red Card revoked for mistaken identity shall be eligible to win a Best and Fairest award.
- 13.1.8. Best and Fairest awards will not apply in Under 20s or NPL Boys Leagues.
- 13.1.9. In the event an FFV Match Official is not appointed to a Competition Fixture, no Best and Fairest votes will be awarded for that Competition Fixture.
- 13.1.10. The player who has received the most Best and Fairest votes at the conclusion of the NPL Senior Regular Season and who is not deemed ineligible under Rule 13, will be deemed the Best and Fairest winner for that League.
- 13.1.11. In NPL2 the player who has received the most Best and Fairest votes across both East and West conferences and who is not deemed ineligible under Rule 13 will be deemed the Best and Fairest winner for that Division.
- 13.1.12. If two (2) or more players have the same number of Best and Fairest votes at the conclusion of the Regular Season, multiple Best and Fairest winners will be awarded for that Division.

13.2. Leading Goal Scorers

- 13.2.1. The player who scores the most goals in a single competition during the Regular Season will be deemed the Leading Goal Scorer of that competition.
- 13.2.2. FFV will determine Leading Goal Scorers based on data entered into FFV's online competition management system.
- 13.2.3. Leading Goal Scorers will be awarded for all NPL Boys and NPL Senior competitions, including NPL Under 20s.
- 13.2.4. In NPL2 Senior and Under 20s competitions, the player who has scored the most goals across both East and West conferences will be deemed the Leading Goal Scorer for that Division.

SCHEDULE 2 - CODES OF BEHAVIOUR

Overview

The following codes are deemed to be incorporated into these Rules of Competition:

- [Australian Sports Commission Junior Sport Codes of Behaviour](#),
 - [FFA National Spectator Code of Behaviour](#),
 - [FFA National Code of Conduct](#),
 - [Victorian Code of Conduct for Community Sport](#)
- 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.
 - It is strongly recommended that all players, parents, officials, coaches and members be given a copy of these codes by their Club, and that each Club ensures the codes are clearly displayed in their Clubrooms.
 - As well as reading and seeking to understand the instructions contained in the codes, FFV asks all participants to recognise that there are underlying principles which extend beyond those specific instructions.

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).

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.

Coaches' Code of Behaviour

- Place the safety and welfare of the participants above all else.
- Be aware of and support the sport's injury management plans and return to play guidelines.
- Help each person (athlete, official, etc) to reach their potential. Respect the talent, developmental stage and goals of each person and encourage them with positive and constructive feedback.
- Encourage and support opportunities for people to learn appropriate behaviours and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each participant as an individual.
- Obtain appropriate qualifications and keep up-to-date with the latest coaching practices and the principles of growth and development of participants.
- Act within the rules and spirit of your sport.
- Promote fair play over winning at any cost.
- Respect the decisions of officials, coaches and administrators.
- Show respect and courtesy to all involved with the sport.
- Display 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 harassment-free environment.

- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance exists) with people under the age of 18.
- Ensure that any physical contact with another person is appropriate to the situation and necessary for the person's skill development.
- Be honest and do not allow your qualifications or coaching experience to be misrepresented.
- Never advocate or condone the use of illicit drugs or other banned performance enhancing substances or methods.
- Never participate in or advocate practices that involve match fixing.
- Respect the rights and worth of every person, regardless of their age, race, gender, ability, cultural background, sexuality or religion.
- Do not tolerate abusive, bullying or threatening behaviour.

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.

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.

Parents Code of Behaviour

- Remember that children play the sport for their enjoyment, and not yours;
- Encourage children to participate and have fun.
- Focus on the child's effort and performance rather than winning or losing.
- Encourage children to always participate according to the rules;
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children learn best by example, so applaud good play by both Teams;
- Support all efforts to remove racial and religious vilification, verbal and physical abuse from sporting activities;
- Respect the match official's decisions and teach your child to do likewise;
- Show respect and appreciation to Club officials, including coaches, officials and administrators. Ensure any issues are raised through the correct channels;
- Do not smoke or consume alcohol near the Team bench (Technical Area) or sideline.

Spectators' Code of Behaviour

All spectators must comply with the [FFA National Spectator 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 gender, ability, race, colour, religion, language, politics, national or ethnic origin; Not use violence in any form, whether it is against other Spectators, Team Officials (including coaches) or Players;
- Not engage in discrimination, harassment or abuse in any form including the use of obscene or offensive language or gestures, the incitement of hatred or violence or partaking in indecent or racist chanting;
- Comply with any terms of entry of a venue, including bag inspections, prohibited and restricted items such as flares, missiles, dangerous articles and items that have the potential to cause injury or public nuisance;
- not, and must not attempt to, bring into a venue national or political flags or emblems (except for the recognised national flags of any of the competing Teams) or offensive or inappropriate banners, whether written in English or a foreign language;
- Not throw missiles (including on to the field of play or at other spectators) and must not enter the field of play or its surrounds without lawful authority; and
- Conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of FFV, FFA, and football generally.
- It is the host Club's responsibility to ensure this Spectator Code of Behaviour is implemented and enforced against all spectators.

Victorian Code of Conduct for Community Sport

Every person in Victoria has the right to participate in community sport that is safe, welcoming and inclusive. At the same time, everyone plays a part in ensuring their behaviour and their actions are supportive of these values.

State Sporting Associations, leagues and clubs also have a responsibility to ensure participation in any community sport event is free of any anti-social behaviour. This means that behaviour both on and off the field should not prevent others from taking part and getting active.

The [Victorian Code of Conduct for Community Sport](#) outlines behaviours which are expected of every person involved in community sport, and behaviours which must not be tolerated.

The Code supports [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 as a pre-emptive measure against violence.

Acts of [violence](#), [discrimination](#) and [vilification](#) are illegal acts in Victoria. It is a club's responsibility to report these to the appropriate legal authorities and ensure these acts are not tolerated by the sport or club.

State Sporting Associations, leagues and clubs will have the responsibility of adhering to and enforcing the code through sport specific penalties. Organisations that do not 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.

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 behavior
- protection from sexual harassment or intimidation.

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

Breaches of the Code

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.

If any of these behaviours take place within a sport or recreational context, the relevant State Sporting Association, league, association or club is able to impose penalties or sanctions. For this to occur, the breach must be confirmed through an appropriate assessment process at the appropriate level.

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.

SCHEDULE 3 – FFV NPL FACILITY STANDARD

National Premier Leagues Victoria - Facility Standard - Mens & Boys

		Minimum Requirement	Desired	<i>Junior Only - Minimum Standard</i>
		Minimum requirements for any senior NPL match to be played at the venue	This goes beyond the minimum requirements , however, is the ideal standard we would prefer at this level of competition	<i>Clubs which use a ground for junior fixtures other than that which meets the Minimum requirement, must meet the below standards</i>
Section 1 - Field of Play & Environs				
Pitch Size	1.1	Length - Minimum 96m, Maximum 105m	Length - Minimum 100m, Maximum 105m	<i>Length - Minimum 90m, Maximum 105m</i>
	1.2	Width - Minimum 60, Maximum 68m		<i>Width - Minimum 50, Maximum 68m</i>
Run-offs	1.3	A minimum runoff area of 3 metres to any tripping hazard or solid obstruction, including fences and Team Benches, must be provided		<i>As per minimum requirement</i>
Goals	1.4	Goals confirm with FIFA Laws of the Game		<i>As per minimum requirement</i>
	1.5	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	Permanent Goals installed, with no metal stantions or supports attached to the posts or crossbar.	<i>As per minimum requirement</i>
Corner Flags	1.6	Corner flags must be in accordance with the FIFA Laws of the Game and not feature any nationalist emblem		<i>As per minimum requirement</i>

Pitch Surface	1.7	The field of play must have an even grass coverage where possible. No important area of the field, including goal areas, may be dangerous for any participant.		<i>As per minimum requirement</i>
	1.8	The field of play must not include a cricket wicket		<i>The nominated home venue must not include a cricket wicket, alternate and back-up venues will be inspected on a case by case basis</i>
Pitch - Synthetic Surface	1.9	Synthetic surfaces must hold a current FIFA QUALITY accreditation	Synthetic surfaces must hold a current FIFA QUALITY PRO accreditation	<i>As per minimum requirement</i>
Line Markings	1.10	Lines must be marked in accordance with the FIFA Laws of the game		<i>As per minimum requirement</i>
	1.11	No extraneous markings may be present on the pitch for Senior Football.		<i>Multimarked pitches must be approved by FFV prior to use for under 12 - under 20.</i>
	1.12	Only products such as agricultural limestone or water based paint or other similar products which will not harm ground users can be used to mark lines.		<i>As per minimum requirement</i>
Stretcher	1.13	One stretcher suitable for first aid and emergency use must available within the field of play fencing. Wooden or canvas stretchers are not suitable		<i>As per minimum requirement</i>
Pitch Fence	1.14	A chain wire, or similar temporary, fence around the pitch meshed or covered to the ground, with a minimum height of 1.1.	A permanent chain wire, or similar, fence around the pitch meshed to the ground, with a minimum height of 1.1.	<i>Not required</i>

Players Race - NPL	1.15	A players race which includes fencing of 2m in height leading from the change rooms to the field of play. Any temporarily erected players race must be secured via weights or similar.	A covered roof players race, covered in shaedcloth or similar material, from the dressing rooms to the playing area is provided. The race should have a minimum height of 2.2m and minimum width of 2m.	<i>Not required</i>
Players Race - NPL 2	1.15 (b)	A fenced walkway, permanent or temporary (such as bike racking, water barriers etc.), leading from the change rooms to the field of play.	A covered roof players race, covered in shaedcloth or similar material, from the dressing rooms to the playing area is provided. The race should have a minimum height of 2.2m and minimum width of 2m.	<i>Not required</i>
Technical Area	1.16	A technical area must be marked for each team on opposite side of the halfway line, on the same side of the field.	A technical area must be marked for each team on oppositte side of the halfway line, on the same side of the field. It must be marked no closer than 7m from the halfway line, and no further than 20m from the halfway line.	<i>As per minimum requirement</i>
	1.17	The technical area should extend 1m on either side of the deiginated seated area and extend forward up to a distance no closer than 1m from the touchline.		<i>As per minimum requirement</i>
Team Benches	1.18	Two covered team benches or equivalent seating with adequate seating for 9 people.	Two covered team benches or equivalent seating with adequate seating for 9 people. Cover should be permanent.	<i>As per minimum requirement</i>

Section 2 - Player & Official Amenities

Player Change Rooms	2.1	<p>Four players lockable dressing rooms, must be provided, each with access to an immediately adjacent shower area and toilet facilities not shared with the opposition.</p> <p>The shower area must have hot and cold water showers. Total minimum area of room and showers of approx 25m². Home clubs may vary their change room requirements provided away clubs are always provided two change rooms.</p>	<p>Four players lockable dressing rooms, 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. Recommended size for senior dressing rooms, including required shower and toilet area, is 25m².</p> <p>Recommended size for junior dressing rooms, including required shower and toilet area, is 20m².</p>	<p>Two players lockable dressing rooms, must be provided, each with access to an immediately adjacent toilet facilities not shared with the opposition.</p> <p>Total minimum area of room and showers of 20m².</p>
Match Officials Room	2.2	<p>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 have exclusive access to a toilet and shower providing hot and cold water.</p>	<p>Recommended size for Match Officials rooms, not including required shower and toilet area, is 10m².</p>	<p style="text-align: center;"><i>As per minimum requirement</i></p>

	2.3	The Match Officials Room must include a writing desk and chair or bench.		<i>As per minimum requirement</i>
Massage Table	2.4	One fully functional and purpose built massage table must be provided for each of the players dressing rooms		<i>Not required</i>
First Aid	2.5	A designated area for administering of first aid. Basic first aid equipment and a bed / massage table all of which must be well maintained an available on matchday.	A dedicated first aid room should be a minimum of 10m ² , including basic first aid equipment and a bed / massage table all of which must be well maintained an available on matchday.	<i>As per minimum requirement</i>

Section 3 - Spectator Amenities

Public Toilets	3.1	Female and Male toilets situated no more than 50m from the playing field must be provided.	Two toilet blocks provided for both female and male (each section having a minimum of two cubicles) situated not more than 50m from the playing field.	<i>As per minimum requirement</i>
	3.2	Disabled toilet access must be provided		<i>As per minimum requirement</i>

Scoreboard	3.3	A Fully functional scoreboard, with "Home" & "Away" or "Home Club Name" & "Visitors" clearly visible to the majority of spectators must be provided and operated on matchday for senior fixtures.	A Fully functional scoreboard (including the names of each participating club), clearly visible to the majority of spectators must be provided and operated on matchday for senior fixtures.	<i>Not required</i>
Parking	3.4	Car parking for 50 for players and team officials cars must be available within 250 meters of the ground.		<i>As per minimum requirement</i>
Food & Drink	3.5	A canteen/kiosk serving hot and cold drinks and snack foods must be available and operated on match day		<i>As per minimum requirement</i>
Public Address System	3.6	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 relating to safety and event management as well as to introduce players, announce scorers.		<i>Not required</i>
Spectator viewing area	3.7	Temporary or permanent undercover seating for 150 persons, undercover viewing area for 200 people to be provided.	Undercover spectator seating for 500 persons.	<i>Not required</i>
Ticket boxes	3.8	Minimum one covered area for the sale of tickets for matches which will charge entry, this requirement may be increased for matches with higher risk profile due to anticipated crowd.	Two covered ticket boxes.	<i>Not required</i>

Perimeter Fencing - NPL	4.4	Spectator amenities must be fully enclosed with perimeter fencing at least 1.8m high. Fencing may be temporary or permanent.		<i>Not required</i>
Perimeter Fencing - NPL 2	4.4 (b)	Perimeter fencing is not required for NPL 2 games. Games rated medium or high risk may be required to utilise temporary perimeter fencing or played at an alternate venue.	Spectator amenities must be fully enclosed with perimeter fencing at least 1.8m high. Fencing may be temporary or permanent.	<i>Not required</i>
Exits	3.9	For venues with full perimeter fencing, 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.		<i>Not required</i>

Section 4 - Operations & Media

Access	4.1	The venue must be accessible by emergency services vehicles.		<i>As per minimum requirement</i>
Media viewing area	4.2	A media and operations viewing area with unobstructed views of the playing arena and scoreboard must be provided. The media and operations viewing area must be under temporary or permanent cover.	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.	<i>Not required</i>

<p>Boradcast / filming Point</p>	<p>4.3</p>	<p>Provision of unobstructed viewing access for media/camera operator, under cover from inclement weather.</p>	<p>A suitable location for the broadcast of Matches must be provided. The broadcast point must provide a safe elevated, where possible, location at the half way line for the camera operator. The camera operator's location(s) must be covered, safe to access and work from, protected from inclement weather and be provided with power. The camera must have a direct view, without glass, to the field of play.</p>	<p><i>Not required</i></p>
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