

**FOOTBALL FEDERATION VICTORIA INC.**



**FOOTBALL  
FEDERATION  
VICTORIA**

**2011 RULES OF COMPETITION**

**JUNIOR BOYS / GIRLS LEAGUES**

**GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS**

## Rule

1.1	Application	4
1.2	Consequences of breach	4
1.3	Amalgamation, mergers, affiliation of Clubs	4
1.4	Playing Colours	5
1.5	Monies owing to FFV	6
1.6	Protection of important fixtures	6
1.7	Non scheduled matches	6
1.8	Insurance	7
1.9	Strict liability of Clubs	7
1.10	Media Comment	7
1.11	Change of Club name	8
1.12	Ticketing and refund policy	8
1.13	Security at home grounds	9
1.14	Representative Teams	9
1.15	Lighting of flares Or Other Flammable Objects/Throwing Objects	10
1.16	Racial and Religious Vilification Code	10

**COMPETITION STRUCTURE**

2.1	Boy's Competition	12
2.2	Girl's Competitions	12
2.3	Composition of Leagues	13
2.4	Junior Leagues (Boys and Girls)	13
2.5	Team Entry	14
2.6	New Club Entry Criteria	14
2.7	Eligibility of Players	15
2.8	Under 13 and Under 14 Central-Northern A Grade Leagues	16
2.9	Gender Rules	16

**FIXTURE REQUIREMENTS**

3.1	Facilities/Ground Arrangements	17
3.2	Use of Technical Area	18
3.3.	Match Records (formerly Team Sheets)	18
3.4	Player numbers - substitution/interchange	19
3.5	Ground Marshals / Security / Police	19
3.6	Match Balls	20
3.7	Playing Strip/Apparel	20
3.8	Stretchers / First Aid	22
3.9	Results of Matches	22
3.10	Correspondence/Communication	22
3.11	Smoking/Drinking at League Venues	23
3.12.	National Flags / Slogans / Emblems	23
3.13	Lighting Standards	23

**FIXTURE DETAILS**

4.1	Duration of Matches	24
4.2	Abandoned matches	26
4.3	Postponed Matches	27

4.4	Extreme Weather Conditions	27
4.5	Restrictions on Ground Usage	28
4.6	Match Points	28
4.7	Non-participation in FFV Fixture	28
4.8	Change of Fixture Request	29
4.9	Admittance to fixtures	29

## **5. MATCH OFFICIALS**

5.1	Match Official Fees	31
5.2	Assistant Match Officials	31
5.3	Non-Attendance or unavailability of Match Official	31
5.4	Decisions of the Match Official	31

### *Duties*

5.5	Match Records and Match Ball	32
5.6	Player's Safety and Blood Rule	32

## **6. REGISTRATION** 34

## **7. CODES OF BEHAVIOUR**

7.1	Overview	35
7.2	General Principles	35
7.3	Players Code of Conduct	36
7.4	Coach's Code of Conduct	36
7.5	Administrator's Code of Behaviour	37
7.6	Match Official's Code of Behaviour	37
7.7	Parent's Code of Behaviour	38
7.8	Spectator's Code of Behaviour	38
7.9	Victorian Code of Conduct for Community sport	39

## **SCHEDULE 1 Facility requirements** 42

## **SCHEDULE 2 Lighting standards** 47

## 1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

### 1.1 Application and definitions

- 1.1.1 These rules shall apply to all levels of Junior Boys/Girls Competition as defined in rule 2.1 and administered under the control of FFV.
- 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, 2011 FFV Registration Regulations or the FFV Grievance Discipline and Tribunal By-Law (**GDT**) shall have the same meaning in these Rules unless otherwise stated.
- 1.1.4 Notwithstanding rule 1.1.3 in these Rules, unless the context otherwise requires terms defined in the FFV Grievance Discipline and Tribunal By Law as amended from time to time have the same meaning in these Rules and:

**BR** means a reference to a Breach of these Rules of Competition for which certain sanctions apply as set out in the GDT (see in particular but not limited to Schedule 2 Part 2 of the GDT)

**Play Off** means a Match played to determine the final standings or eligibility for promotion/relegation of a team in any competition

**Registered** means a registered and eligible in MyFootballClub in accordance with the FFV 2011 Registration Regulations

**Rule** means a rule of these 2011 Rules of Competition

### 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 will amount to Misconduct and may be subject to the provisions of the GDT
- 1.2.2 To avoid doubt where these Rules do not specify the consequences of a breach or failure to comply with these Rules such breach or failure to comply will still amount to Misconduct and may be subject to the provisions of the GDT

### 1.3. Amalgamations, mergers, affiliation of Clubs

- 1.3.1 Amalgamations/mergers between Clubs shall be formulated prior to 1<sup>st</sup> December 2011. Applications received after 1<sup>st</sup> December 2011, may be considered by FFV in its absolute discretion.
- 1.3.2 Where two or more Clubs wish to amalgamate they shall:-
- (a) Apply to FFV in writing for its approval for such amalgamation. The letter is to be signed for and on behalf of the amalgamating Club's Committees.
  - (b) Submit the name of the proposed new amalgamated Club and provide;
    - (i) A copy of the notice of General Meeting of both Clubs

- (ii) A copy of the signed record of attendance at the General Meetings of both Clubs,
  - (iii) A copy of the minutes of the General Meetings of both Clubs, signed by the Office Bearers of the Club which confirms the approval by Club members of the amalgamation
- (c) Submit a copy of the proposed Constitution, or, if the proposed new Club is intending to become an Incorporated Association, the proposed Statement of Purpose and Rules
- (d) Submit the names of the proposed Office Bearers.
- (e) Upon incorporation registration of any new entity to run the amalgamated Club, if any, provide to FFV a copy of a certificate of incorporation or other such documentation as FFV may require in respect of that new entity.
- 1.3.3 Amalgamating Clubs may nominate the League or Division in which they wish to participate provided it is a League or Division in which one of the amalgamating Clubs would be eligible to participate in the season immediately following.
- 1.3.4 Before amalgamation is approved all outstanding financial obligations and playing commitments of both Clubs to the FFV must be fulfilled.
- 1.3.5 On approval all Players of amalgamating Clubs shall be deemed to be Players registered by FFV as Players of the newly formed Club.
- 1.3.6 The newly amalgamated Club must fulfill its commitments and be responsible for all the terms and conditions of any Players' agreements with each of the amalgamating Clubs current at the time of amalgamation.
- 1.3.7 After approval of amalgamation FFV shall declare a vacancy or vacancies in the appropriate League or Division and this vacancy or vacancies may be filled or left vacant at the discretion of FFV.
- 1.3.8 Where two or more Clubs intend to amalgamate FFV is to be advised prior to any formal meetings of the respective Club Members being convened and FFV may be represented at such Meetings.

#### Affiliations

- 1.3.9 (a) FFV will consider Club Affiliation applications. Clubs wishing to enter into affiliated relationships with another Club(s) must lodge their formal application in accordance with FFA's Club Affiliation Criteria.
- (b) All affiliation applications must be lodged by no later than 1<sup>st</sup> December. FFV may accept applications after this date.
- (c) FFV may refuse any application without reason or may terminate any previously sanctioned Club affiliation at any time without reason. Any such decision or determination by FFV will be final and binding on all parties.

#### **1.4. Playing colours**

- 1.4.1 FFV colours shall be a combination of navy, white and gold and shall not be the colours of any Club.

1.4.2 The playing colours of a Club in FFV competitions shall be entered in to FFV's online system (Results Vault).

## **1.5 Monies owing to FFV**

1.5.1 Subject to this Rule all amounts owed by a Club to FFV must be paid within 30 days of the date of the invoice issued by FFV, failing which

- (a) a fine of 1 Penalty Unit for every \$1000 or part thereof which is unpaid after 30 days from the date of invoice will be imposed on the Club and
- (b) the Club will be sent a 21 day Reminder Notice and
- (c) the Club is required to bring its accounts (including but not limited to any fine imposed pursuant to rule 1.5.1) with FFV into order within that 21 day period,

1.5.2 (a) If a Club fails to comply with paragraph 1.5.1(c) any team in respect of which the monies are owed (whether directly or indirectly) will not be eligible to earn any competition points from any of its Matches following the deadline for compliance with paragraph 1.5.1(c) unless and until all outstanding monies are owed.

- (b) To avoid doubt if the outstanding monies or any part thereof are not referable to any particular team or teams all teams of the Club will be ineligible to earn championship points until all monies are paid.

1.5.3 In the case of repeated failure to pay outstanding monies FFV may in its absolute discretion expel a Club from FFV Competitions.

1.5.4 FFV may offset any moneys FFV owes to a Club prior to the issue of any invoice to a Club for outstanding amounts owing to FFV.

1.5.6 If at the end of a season a team is promoted, but that team's Club has not by the last working day of October of that season paid all amounts owed to FFV, that team shall not be promoted.

## **1.6 Protection of important fixtures**

1.6.1 No Club may stage or take part in any tournament in the Melbourne Metropolitan area on a day on which an A-League fixture is scheduled to take place in Victoria except with the consent of the A-League Club or Clubs concerned.

1.6.2 Where an International or an Inter-State match is scheduled for the Melbourne Metropolitan Area, FFV may direct that for any one or more FFV competitions no matches shall take part on that day.

## **1.7 Non scheduled matches**

1.7.1 (a) Any Club staging or taking part in any competition, tournament, friendly match, or other match which does not form part of FFV's schedule of matches, or which is not played under the jurisdiction of FFV, shall notify FFV in writing and complete and lodge the relevant documentation as required by FFV if any.

- (b) Any Club or Affiliated League or organisation which organises or takes part in any competition, tournament, friendly match, or other match, which does not form part of FFV's schedule of matches, must ensure that appropriate insurance and Workcover arrangements are made to provide coverage for Players, Match Officials, and officials

involved in these matches.

- 1.7.2 No Club shall promote a team to play or permit any of its Players to play in any competition or with anybody not affiliated directly or indirectly with a FIFA-approved league, association or federation.
- 1.7.3 Any Club or Association wishing to participate in any Interstate or International matches, tournaments or events, must apply in writing to the FFV for prior approval.

## **1.8 Insurance**

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

### Insurance of Players

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

### Insurance of Club Officials

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

## **1.9. Strict liability of Clubs**

- 1.9.1 Each Club shall be responsible for the conduct of Club Associates at or in the vicinity of any Match or event in which a Club is engaged or is in attendance regardless of the responsibilities attaching to any other person or entity in respect of such a Match or event.

## **1.10. Media comment**

- 1.10.1 A Club or Club Associate must not make derogatory comment(s) to the media or in any public forum whether orally or in writing (including any form of electronic communication) about FFV or the performance of Match Officials. Any such complaints should be made in writing to FFV.
- 1.10.2 Match Officials are prohibited from making any comment to the Media or in any public forum whether orally or in writing (including any form of electronic communication) in regard to any fixture of FFV at any time.
- 1.10.3 A breach of this Rule may result in a fine at level BR5 and further disciplinary action as set out in the GDT

## **1.11. Change of Club name**

- 1.11.1 Any Club that wishes to change its registered Club name must provide the information in rule 1.11.3 in writing to FFV, which will then be considered by FFV.
- 1.11.2 All applications for a Change of Club Name must be made outside of the winter season, but not later than 1 December unless otherwise allowed by FFV.
- 1.11.3 This application will be assessed in 2 parts outlined below, and it is imperative all aspects of these requirements are adhered to when applications are lodged.

### Part A – Prior to FFV Ratification

- (a) The Club must submit on letterhead its request for change of Club name.
- (b) Provide full disclosure of information including the reasons for the request.
- (c) The 'name' should be representative of the broader geographic area within which the Club is located and shall not make any reference to any ethnic name, slogan, sponsor or business. In addition, the 'name' shall not contain initials of any type that can be interpreted as non-representative of the geographic area.
- (d) It is imperative that the application for change of name includes an alternative name that can be assessed, again with full disclosure as per item (ii) and (iii) above.

### Part B – Once the Change of Name has been ratified by the Club it will provide to FFV

- (a) A copy of the Minutes of Special General Meeting of the Club, approving the Change of Name,
- (b) Evidence of Registration of the new Club (Business) Name with the appropriate entity,
- (c) Payment to FFV of the fee set out on the FFV website.

FFV will assess all change of name applications only when all of the above information has been lodged with FFV and it may reject any application for a change of name as it sees fit.

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

- 1.12.1 This clause is applicable to all FFV Competition Fixtures where admission fees are charged.
- 1.12.2 Clubs that charge admission fees must hand over an admission ticket to the paying customer when the exchange of money is made.
- 1.12.3 Gate attendants or security staff whose role it is to collect the admission ticket, must ensure that the ticket is torn in half and given back to the customer at the point of entry as proof of purchase.
- 1.12.4 Customers that present an authentic FFV Media Pass, FFV Special Pass or are aged 14 years or younger, will be granted free entry and will not be issued an admission ticket.
- 1.12.5 It is the customer's responsibility to ensure that he or she retains proof of purchase.
- 1.12.6 This ticketing clause is to be displayed at the ticket box at all venues where admission fees are charged.

- 1.12.7 Paying customers will be entitled to a full refund (including car park fees) from the Home Club on the day of the game provided the main fixture has been called off prior to the conclusion of the first half of the Match for reason of light failure or unsuitable ground conditions.
- 1.12.8 To be eligible to receive a full refund on the day of the game, the paying customer must: Present to the Home Club or the Club charging admission fees, the admission ticket (or part thereof) as proof of purchase that he or she was issued when entering the ground.
- 1.12.9 If the main fixture is abandoned after the conclusion of the first half, then no refund will be given.

### **1.13. Security at Home Grounds**

- 1.13.1 The Home Club is responsible for providing appropriate arrangements to ensure the orderly behaviour of spectators and provide for the protection of Match Officials, Players and officials at FFV fixtures including but not limited to any specific requirements of FFV which are notified to the Home Club.
- 1.13.2 Each FFV Club is required to provide marshals and/or 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 Match to contribute toward security requirements.
- 1.13.3 FFV Tribunal may take into account the security measures implemented by a Club and any security requirements directed by FFV, when assessing any Misconduct charges that may be brought against a Club.
- 1.13.4 In addition, each Club must appoint a property steward to ensure Player change rooms are not accessed by unauthorised personnel and to safeguard the valuables of Match Official(s) that should be handed to the property steward. Both the Match Official(s) and property steward must sign a record listing the particular valuables handed to the property steward.
- 1.13.5 The venue host (normally the Home Club) will be held responsible if it is found that FFV appointed Match Official(s) does not receive all items back.

### **1.14. Representative Teams**

- 1.14.1 Any Player Registered in Victoria will be eligible to represent Victoria in representative games, camps or tours and each such Player must make themselves available for training, preparation and participation for representative matches, camps or tours when requested by FFV.
- 1.14.2 All Clubs must release Players for training and preparation for, and participation in, representative matches, camps or tours, when requested by FFV.
- 1.14.3 FFV will ensure that all selected Players, coaching staff and officials chosen in the representative party are insured to cover their participation.
- 1.14.4 Where a Club has three or more outfield Players or 1 goalkeeper from one team participating in an FFV approved representative match, camp or tour which conflicts with a scheduled Match in which that team is required to participate, it may seek the postponement of that Match if those players have played in more than 50% of that team's games at the time of the request for postponement. FFV shall determine the outcome of that request in its absolute discretion and that decision cannot be appealed or reviewed.

1.14.5 Players selected for a representative team who are under the age of 18 years will be required to supply FFV with a letter of consent from their parent/guardian

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

1.15.1 The lighting of flares or other flammable objects and or the throwing of objects is strictly prohibited in all FFV sanctioned fixtures.

1.15.2 Clubs whose Club Associates are in breach will be held fully accountable for the actions of their Club Associates.

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

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

### **1.16. Racial and Religious Vilification Code**

1.16.1 FFV has endorsed a Racial and Religious Vilification Code for all Clubs and its Players (referred to in these Rules as **Racial and Religious Vilification Code**) which forms part of these Rules. The Racial and Religious Vilification Code is displayed on the FFV web site <http://www.footballfedvic.com.au>

1.16.2 Racial and Religious Vilification includes any act, otherwise than in private, which;

- (a) is reasonably likely, in all circumstances, to offend, insult, humiliate, or intimidate another person or a group of people; and,
- (b) is done because of the race, colour or national or ethnic origin of the other person or of some or all of the people in the group.

1.16.3 The Racial and Religious Vilification Code requires Clubs to:

- (a) ensure that Players and Club Associates do not engage in Racial and Religious Vilification against any person,
- (b) continuously educate their Players and Club Associates about Racial and Religious Vilification,
- (c) publish information on the subject of racial and religious vilification to Players and Club Associates; and
- (d) use their best endeavours to ensure that all Club Associates act in a manner which is consistent with the objectives of the Racial and Religious Vilification Code.
- (e) adopt an action plan, which is contained in the Racial and Religious Vilification Code

1.16.4 Any person wishing to lodge a letter of complaint under the Racial and Religious Vilification Code must address their correspondence to the Chief Executive Officer of FFV within 7 days after the date of the alleged offence.

1.16.5 A conciliation hearing will then be convened to discuss and resolve the matter.

1.16.6 If conciliation is not achieved, then FFV may lay charges of Misconduct against those alleged to be responsible and refer the matter to the Tribunal.

## 2. COMPETITION STRUCTURE

---

### 2.1. Boys' Competition

2.1.1 The Boys' Competition shall consist of such teams registered with FFV and being identified with FFV Junior Clubs together with such representative teams from country affiliates as determined by FFV.

2.1.2 Subject to rule 2.1.3 Players in the following age groups may take part in the Boys' Competition:

Eleven's (11s)	Born on or after 1 January 2000
Twelve's (12s)	Born on or after 1 January 1999
Thirteen's (13s)	Born on or after 1 January 1998
Fourteen's (14s)	Born on or after 1 January 1997
Fifteen's (15s)	Born on or after 1 January 1996
Sixteen's (16s)	Born on or after 1 January 1995
Eighteen's (18s)	Born on or after 1 January 1993*

2.1.3 In addition to rule 2.1.2 the following rules shall apply to the 18's competition (Boys only):

- (a) To be eligible to participate in the 18s competition, Players must be born between 1 January 1993 and 31 December 1996.
- (b) Country affiliates may field any number of Players born between 1 January 1993 and 31 December 1996.

### 2.2. Girls' Competition

2.2.1. The Girls' Competition shall consist of such teams registered with FFV and being identified with FFV Junior Clubs together with such representative teams from country affiliates as determined by FFV.

2.2.2 Subject to Rule 2.1.4 the Girls' Competition will be played in the following age groups:

Eleven's (11s)	Born on or after 1 January 2000
Twelve's (12s)	Born on or after 1 January 1999
Thirteen's – Fourteen's (13-14s)	Born on or after 1 January 1998
Fifteen's – Sixteen's (15-16s)	Born on or after 1 January 1995
Eighteen's (18s)	Born on or after 1 January 1993*

2.2.3 Any Club wishing to field a junior girls' team must either:

- (a) Provide a separate change room or rooms for girls' team/s, or
- (b) Have a clearly nominated and enforced timeslot giving the girls' team/s sole access to the change rooms.

2.2.4 In addition to rule 2.1.2 the following rules shall apply to the 18's competition (Girl's only):

- (a) To be eligible to participate in the 18s competition, Players must be born between 1 January 1993 and 31 December 1996.

- (b) Country affiliates may field any number of Players born between 1 January 1993 and 31 December 1996.
- (c) A Player who was born after 31 December 1996 may apply for an exemption from this rule provided as a minimum:
- The Player must have played Victorian Champions League (VCL) or have represented Victoria in the 2010/11 season;
  - The application must be supported by a signed letter from the Player's club;
  - The application must be supported by a signed letter from the Player's VCL coach or Head Zone Coach if the VCL coach is also involved in the Player's winter club;
  - The application must include a signed letter of consent from the Player's parent or guardian.

### **2.3. Composition of Leagues**

- 2.3.1 FFV aims to have no more than 10 teams in each division of all Junior Leagues.
- 2.3.2 If it is necessary for any division to have 12 or 14 teams, a maximum of 18 rounds will be played even though this means some teams will play some opponents only once during the season.
- 2.3.3 If it is necessary for FFV to create a league with 8 or less teams, the full complement of games will be played (to a maximum of 18 matches) even though this means some teams will play each other more than others. Matches may be played on non-scheduled weekends or midweek in order to complete a fair fixture.

### **2.4. Junior Leagues (Boys and Girls)**

- 2.4.1 FFV will determine the composition of each League in its absolute discretion.
- 2.4.2 The teams in each division will be based on previous season's standings. FFV will consider written requests by Clubs to have teams placed into higher or lower-graded divisions.
- 2.4.3 Any online team application submitted after the closing date for such applications will be accepted only if a vacancy exists within that division and the team or Club pays an additional administration fee set out on the FFV website. If such an application is accepted, the team's grading privileges will be negated.
- 2.4.4 If a team withdraws from a Junior Competition after the due date for team applications, a Late Withdrawal fee will apply as set out on the FFV website.
- 2.4.5 If a team withdraws prior to the start of the competition season and cannot be replaced, a "BYE" will be inserted into the relevant fixture.
- 2.4.6 (a) If a team is withdrawn on or before the half way point of the season a 'BYE' will be inserted to replace the withdrawn team in the fixture, and all points along with goals scored (for & against) that team will be erased.
- (b) If a team is withdrawn after the half way point of the season a 'BYE' will be inserted to replace the withdrawn team in the fixture, and:
- (i) all points along with goals scored (for & against) that team before such withdrawal round 11 will remain.
  - (ii) all points along with goals scored (for & against) that team after the half way point of the season will be erased.

- 2.4.7 (a) The 11s League is an ungraded competition which will be split into two divisions, Kangaroos and Joeys, in the 2011 season. However teams in the 11s will play for points.
- (b) Clubs will nominate a preferred division for their team in their online Team Application and will be allocated into groups according to geographical location.
- (c) As a guideline for Clubs, the Kangaroos League is designed for juniors of higher ability and a Club's allocation of 11s players into this League will not be taken into account when determining the 12s League structure in the following season.
- (d) All Under 12's will be self graded by the Clubs in 2011

## **2.5. Team Entry**

- 2.5.1 Clubs may apply to enter any number of teams in any one age group.
- 2.5.2 If a Club enters a number of teams within an age group that exceeds the number of leagues within that age group, FFV will allocate teams to such leagues as it sees fit and in its sole discretion.
- 2.5.3 Any new team entering Junior Competitions above the 11s age group from a Club with an existing team in that age group, will be graded below that existing team unless FFV's in its discretion determines otherwise.
- 2.5.4 Any Club entering a new team in Junior Competitions above the 11s age group will be placed in the lowest grade and subject to this rule will not be placed any higher than B grade. Application may be made to enter a new team at a higher grade, but existing teams will have priority in filling such a vacancy. FFV may in its discretion place a new team in a higher grade taking into account one or more of the following factors:
- (a) whether any existing teams seek to be entered into that grade,
  - (b) whether such placement would create uneven numbers in that or other grades,
  - (c) the desirability of minimising wherever possible having byes in the fixtures, or
  - (d) such other matters as FFV sees fit

## **2.6. New Club Team Entry Criteria**

- 2.6.1 Each Club applying for entry into Junior Competitions must:
- (a) field a minimum of 2 teams (11s-18s) unless otherwise directed by FFV.
  - (b) provide to FFV a basic Financial Statement/Business Plan showing an income and expenditure budget for the conduct of the Club over the proposed season of membership.
  - (c) provide to FFV names, numbers, email addresses and postal addresses of Club officials who can be interviewed by FFV.
  - (d) provide to FFV a letter or other evidence from the local council, controlling body or organisation in charge of its grounds, granting permission to use those fields, and other facilities such as dressing rooms and toilets, as required during the competition,
  - (e) Have a constitution which is FFV compliant
  - (f) Have achieved Level 1 Club ACE accreditation.
- 2.6.2 New Clubs may not use grounds that are already occupied by existing FFV Clubs or existing Junior Clubs.

- 2.6.3 An application for entry into a Junior Competition must include the name, address and date of birth for each Player whom the Club proposes to register.
- 2.6.4 All such applications must be lodged by no later than the date set out on the FFV website unless otherwise permitted in writing by FFV.
- 2.6.5 In addition to rule 2.6.1 it is highly recommended that Clubs have at least 2 qualified FFV coaches

## **2.7. Eligibility of Players**

- 2.7.1 A Player is eligible to play in his or her team provided he or she:
  - (i) has been registered in line with FFA and FFV Registration Regulations,
  - (ii) is not under suspension by FFV,
  - (iii) meets the team's age group guidelines as stated in Section 2, Clauses 1 and 2, and
  - (iv) presents a current Player ID Card upon request to the Match Official prior to the commencement of the fixture.
- 2.7.2 A Player will not be prevented from playing above his or her age group (except in the 18's competition, where Section 2, Clause 1.3 applies).
- 2.7.3 A Player who is participating above his or her age group, will not be prevented from returning to play in his or her rightful age group unless that Player is suspended
- 2.7.4 (a) For all Junior Competitions, any Player who has played at a higher level within that age group for 5 matches or more cannot drop to a lower level within that age group for his or her club for the remainder of the season. This requirement is designed to avert team stacking at the lower level within that age group.

Eg: If a 15 year old Player, playing in the 16 A competition participates in 5 games, he / she will not be able to play for their Club's 16 B, 16 C, 16 D side for the remainder of the season. However he / she will still be eligible to participate in any side within the 15's Competition due to it being his / her rightful age group.

### *A Grade rule only*

- (b) If a Club has two teams in A Grade then Players are team-tied from the fifth round fixture. Clubs with tied-teams will be required to submit a team list for each team, listing the players within their designated team. Any new player joining a team must be allocated to only one of the tied-teams.
- 2.7.5 A Player may, in FFV's sole discretion, be permitted to play down one age group in the following circumstances:
  - (a) if the Player has not previously been registered with FFA or FFV; or
  - (b) if the Player has previously been registered with FFA or FFV and the Player's Club applies in writing to FFV providing satisfactory medical evidence that the Player is not capable of competing at the higher level. Including but not limited to the following:
    - (i) Club Official to submit a letter on Club letterhead outlining the request
    - (ii) A supporting letter from the Player's parent(s)/guardian(s)
    - (iii) A medical Certificate outlining the Player's condition and reason(s) for needing to play in a younger age group

- 2.7.5 Players in the 11's –16's boys age groups, and 11's – 18's girls age groups who are listed on the Match Record will be deemed to have participated in the fixture.
- 2.7.6 Players in the boys Under 18's age groups listed on the Match Record who do not take the field of play will be deemed to have not participated in the fixture.
- 2.7.7 Any Club or Player who in the opinion of FFV is in breach of the above will be ineligible and subject to disciplinary action pursuant to the GDT.

## **2.9 Gender rules**

- 2.9.1 Girls who turn 14 or above in the 2011 calendar year may play in their equivalent age group of boy's competitions provided they first obtain approval in writing from FFV.
- 2.9.2 Girls who are under the age 14 for the whole of the 2011 calendar year may play in their equivalent age group of boy's competitions without the prior approval of FFV
- 2.9.3 Boys may not play in any girl's competitions at any age level.

### 3. FIXTURE REQUIREMENTS

---

#### 3.1. Facilities/Ground Arrangements

3.1.1 It is the responsibility of all Clubs to:

- (a) provide a venue suitable to the level at which a Match is to be played;
- (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 Each Club must ensure that its teams are provided with facilities that are in accordance with Schedule 1 to these Rules relevant to the level at which each of those teams are playing as follows:

<b>League</b>	<b>Minimum Class of Facility Required</b>
Men's Premier League	A
Men's State League 1	B
Men's Premier League – Under 21's	C
Men's State League 1 – Under 21's	C
Men's State League 2 & 3	C
Men's Provisional League 1	C
Men's Provisional League 2 & 3	D
Men's Metropolitan League, Thirds League, Masters League	D
Women's Premier League	C
Other Women's Competitions (Melbourne and regional)	D
Junior Competitions	D
All other competitions	D

3.1.3 A Club which advises FFV Prior to a season that it will not or cannot provide facilities in accordance with these Rules or which, during the course of the season, is found by FFV to not comply with these requirements will:

- (a) have its home games fixture by FFV as away matches; or
- (b) must, upon request by FFV, advise what steps the Club will take to ensure that it can meet these facility requirements and may be relegated to such League as FFV deems appropriate.

3.1.4 Subject to this rule upon written request from a Club FFV may in its sole discretion grant a temporary dispensation from compliance with these requirements to a Club which:

- (a) is in the process of upgrading its facilities to FFV's requirements or
- (b) due to circumstances beyond its reasonable control the Club cannot comply with these requirements.

- (c) has satisfied FFV that the Club is taking all reasonable steps to ensure compliance with these facility requirements
- FFV will not grant dispensation pursuant to this rule from compliance with any requirement that relates to matters of safety or legislative compliance.

3.1.5 During the course of a season if any Club's facilities do not meet these requirements that Club may:

- (a) be fined at level up to BR5 in accordance with the GDT
- (b) be suspended from playing home matches until these requirements have been met
- (c) have their remaining home fixtures played away
- (d) be deemed to have forfeited any match which has not been able to be played due to the failure to meet these requirements in which case the result will be recorded as a 3-0 loss to each of that Club's team scheduled to play at that facility.

### **3.2. Use of Technical Area**

- 3.2.1 (a) A maximum of 9 persons are permitted to be within the Technical Area.
  - (b) This can only include the coach and assistant coach, the team manager, the substitutes and a registered health practitioner.
  - (c) All persons must remain seated within the confines of the Technical Area, except in special circumstances eg, a physiotherapist or doctor entering the field of play, with the Match Official's permission, to assess an injured Player.
- 3.2.2 The Match Official may expel any person from the Technical Area at any time as he or she sees fit. The game will not recommence until that person has left the Technical Area to the Match Official's satisfaction.
- 3.2.3 A Player or Club Associate who is under suspension must not be present in the Technical Area.

### **3.3. Match Records**

- 3.3.1 (a) Clubs must list in the Match Record all Players taking part in a fixture and must produce to the Match Official a Match Record:
    - (i) In the case of other competitions not less than 30 minutes before the commencement of any Match.
  - (b) A Player listed on the Match Record will be deemed to have participated in the fixture
  - (c) If:
    - (i) a Player listed on the Match Record is ineligible
    - (ii) a Player who takes the field is not listed on the Match record or is ineligible then that Player's Club will be guilty of Misconduct.
- 3.3.2 (a) If there is a dispute about any Player(s), the Match Official must note the details and send these to FFV together with the Match Report.
- (b) Any Club that wishes to lodge an official protest must do so in accordance with GDT
- 3.3.3 Both teams must ensure the Match Official completes a Match Record after the game.

- (a) Representatives from each team must sign the Match Record at the conclusion of the fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- (b) Once signed by all parties at the conclusion of the fixture, each Club must make a copy of its Match Record available to the opposing team.

3.3.4 If a team enters more than 16 Players on a Match Record that team shall be deemed to have played an ineligible Player and the provisions of Rule 16 of the GDT shall apply.

### **3.4. Player Numbers and substitution/interchange**

3.4.1 A match may not start if either team consists of fewer than seven players including a goalkeeper.

3.4.2 All substitutes must be seated within the Technical Area.

3.4.3 Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing an alternative coloured uniform to the team strip.

3.4.4 When warming up, substitutes must use an area furthest from the opposing team

3.4.5 (a) In fixtures for teams between 11s and 16s boys age groups and 11s to 18s girls age groups, the Interchange Rule shall apply.

(b) In fixtures for the Under 18s age group only, the Substitute Rule shall apply. Clubs can make up to five substitutions in any fixture, ensuring that no more than 16 Players are listed on the Match Record.

3.4.6 Teams are permitted an unlimited number of interchanges in any given fixture, with up to 5 interchange Players allowed to be named on the Match Record.

3.4.7 To avoid time wasting, interchange of Players in the last 5 minutes of normal time in any fixture will only be permitted at the discretion of the Match Official.

### **3.5. Ground Marshals / Security / Police**

3.5.1 Each Home Club must provide a minimum of 2 Ground Marshals. Ground Marshals may not be younger than 16.

3.5.2 Ground Marshals must:

(a) be at least 16 years old;

(b) be in clearly identifiable uniform;

(b) be visible at all times; and,

(c) escort the Match Official and Assistant Match Officials to and from the change rooms and the field of play at half time and full time.

3.5.3 Match Officials should not leave their dressing rooms to enter the field of play, or leave the field to return to their rooms, until identifiable Ground Marshals are present

3.5.4 FFV may vary the minimum Ground Marshal arrangements for any fixture at any time.

All associated costs must be met by such parties as FFV sees fit.

3.5.5 A failure by a Club Associate to comply with rule 3.5 shall amount to Misconduct and attract a fine at level BR6 under the GDT.

### **3.6. Match Balls**

3.6.1 The Home Club shall provide the appointed Match Official with 2 Match balls no later than 30 minutes prior to the start of the scheduled fixture

3.6.2 At the conclusion of the game, the Match Official will return the 2 Match balls to the Team Manager of the Home Club.

3.6.3 All Clubs must use licensed Match balls from one of FFV's licensed ball manufacturers as advised by FFV from time to time and must comply with the following size guidelines:

<b>11s – 13s inclusive</b>	<b>Size 4</b>
<b>14s – 18s inclusive</b>	<b>Size 5</b>

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

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

### **3.7. Players Strip/Apparel**

3.7.1 *Clothing and Protective Gear*

(a) All teams must nominate a "Home" and "Alternate" playing strip.

(c) Teams must provide two entirely different strips to avoid any potential colour clashes on day. No part of the alternate playing strip (shirts, & socks) may be the same as the nominated home playing strip – for instance, if a Club nominates white shorts for its home strip, it cannot nominate white shorts for its alternate strip.

(d) Clubs in Junior competitions are permitted to play in the same coloured shorts without constituting a kit clash.

(e) each Club's home and alternate strips must be entered into the Club's organization details on Results Vault.

(f) Predominantly black playing shirts will not be permitted under any circumstances.

(g) Numbers on players jerseys must be unique within their team

(f) All teams named first on the FFV fixture shall be deemed the Home Team and will therefore play in their home strip.

(g) If there is a clash of colours at any Match, it is the visiting team's responsibility to change into an alternate strip. Visiting Clubs may be required to wear a combination of their home and alternate strips to ensure the clash is resolved.

(h) Team managers must check the apparel worn by their opponents on a weekly basis to avoid the likelihood of a clash in colour of playing of strips.

- (i) A Club may be penalised pursuant to the GDT if:
  - (i) a Match 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 7.1 (g)
  - (ii) a Club changes their home or alternate playing strip without FFV's prior written approval, and this change results in a Match being postponed,
- (j) Goalkeepers may wear any colour except black, provided it does not clash with either team or the Match Official
- (k) All apparel worn by players must be made by FFV licensed manufacturers as advised by FFV from time to time. Shirts and shorts must display the FFV logo.
- (l) Any failure to do so must be reported to FFV by the Match Official and an offending Club may be fined at level BR7 under the GDT
- (m) All players are required to wear appropriate sized shin guards at all times whilst on the field of play.
- n) FFV's policies in relation to the wearing of visible undergarments and headwear are available on the FFV website and are incorporated into these rules.

### 3.7.2 Jewellery/Eyewear

- (a) FIFA 'Laws of the Game' state that players are forbidden to wear any equipment that may be dangerous to either the player him or herself, or to another player. This includes, but is not limited to, jewellery and spectacles.
- (b) All jewellery, including wedding bands and any studs, rings, bars or other body-piercing jewellery must be removed before a player enters the field of play. No taping of any type is permitted.
- (c) Any player wearing jewellery will be cautioned and removed from the field of play until the Match Official is satisfied that the player has removed the item in question. There are no exceptions to this rule.
- (d) Any player requiring vision correction should 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.

### **3.8 Stretchers / First Aid**

3.8.1 Requirements for stretchers are set out in Schedule 1

### **3.9. Results of Matches**

- 3.9.1 (a) Subject to this paragraph and Rule 3.9.1 (b) for all competitions the Home Club must enter the full time score of each Match by no later than 6.00pm on the Sunday following the Match using the online results system at [www.football.resultsvault.com](http://www.football.resultsvault.com). For small sided football the following applies:
- i. Under 9 and Under 10's competitions - no scores are required and clubs are urged not to record scores in such Matches at all.
  - ii. Under 11's competition – scores are required but the maximum allowable displayed winning margin is 5 goals.
- (b) For non weekend matches the Home Club must enter the results by 9.00am on the day following the Match.
- (c) The Away Club must confirm or dispute the results entered by the Home Club in accordance with paragraph (b) within 24 hours of the completion of the Match using the online results system.
- (d) To avoid doubt all results must be entered using the online results system and no other form of notification of results will be accepted by FFV.
- 3.9.2 Clubs which fail to notify FFV of the results of any Match by the time and in the manner stipulated above may be fined at the level of BR1 and may be further penalised under the GDT

### **3.10. Correspondence/Communication**

- 3.10.1 All correspondence by FFV to Clubs shall be deemed to have been received by Clubs:
- (a) in the case of email or fax communication immediately;
  - (b) in the case of communication sent by mail 2 days after such communication was posted
- 3.10.2 Clubs must ensure that postal mailboxes, specified email accounts and the FFV Website is checked regularly, and that any information received is forwarded to the addressee or relevant parties.
- 3.10.3 All correspondence received by FFV from Clubs must be on Club letterhead and signed by a Club official, or if sent by email, from the Club's email address as registered with FFV.
- 3.10.4 All Clubs must have an active email address and ensure that this address and all other relevant details are current and up to date in MyFootballClub

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

- 3.11.1 It is prohibited for anyone to smoke within the confines of the playing barrier fence. This includes the team bench within the Technical area and anywhere on or within 5 metres of the touchline.
- 3.11.2 Clubs are responsible for ensuring that smoking are confined to legitimate public areas at a distance no less than 5 metres from the playing field.
- 3.11.3 If any person is in breach of this rule, both the individual and if the person is a Club Associate, that person's Club, may be fined at level BR6 and face disciplinary action under the GDT
- 3.11.4 Alcohol must not be sold, provided, consumed or otherwise promoted at any junior Match or within view of any person attending such Match.

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

- 3.12.1 It is strictly prohibited to display any national flags, slogans, emblems or other material, with the exception of the Australian flag or emblem, at any Match.
- 3.12.2 It is strictly prohibited to incorporate any national flags other than the Australian flag, slogans or emblems on any part of the Players' attire or any uniform worn by Club officials.
- 3.12.3 No Club may distribute, disseminate, broadcast or publish by any means whatsoever whether electronically or otherwise any material in a language other than English, with the prior written consent of FFV to do so.
- 3.12.4 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.
- 3.12.5 FFV may request the immediate removal of any offending material without notice at any time.
- 3.12.6 If any person is in breach of this rule, both the individual and any Club of which that person is a associated may be fined at level BR6 and face disciplinary action under the GDT

### **3.13 Lighting standards**

- 3.13.1 Clubs wishing to play competition fixtures under lights must ensure that lighting for those fixtures complies with the FFV Lighting Policy set out in Schedule 2 to these Rules of Competition.

## 4. FIXTURE DETAILS

### 4.1.1 General

- (a) The kick-off times and duration of matches ("Normal Time") is fixed for FFV Junior competitions unless otherwise directed by FFV. The details for each age group are as follows:

Age Group s Boys	Kick-Off Times	Duration of Matches
Elevens (11s)	9:00AM	2 x 25 minute halves (= 50 minutes)
Twelve's (12s)	10:10AM	2 x 25 minute halves (= 50 minutes)
Thirteen's (13s)	11:20AM	2 x 25 minute halves (= 50 minutes)
Fourteen's (14s)	12:30PM	2 x 30 minute halves (= 60 minutes)
Fifteen's (15s)	1:45PM	2 x 35 minute halves (= 70 minutes)
Sixteen's (16s)	3:15PM	2 x 40 minute halves (= 80 minutes)
Eighteen's (18s)	Flexible	2 x 45 minute halves (= 90 minutes)

Age Group s Girls	Kick-Off Times	Duration of Matches
Eleven's (11s)	Flexible	2 x 25 minute halves (= 50 minutes)
Twelve's (12s)	Flexible	2 x 25 minute halves (= 50 minutes)
Thirteen's (13s) – Fourteen's (14s)	Flexible	2 x 30 minute halves (= 60 minutes)
Fifteen's (15s) – Sixteen's (16s)	Flexible	2 x 40 minute halves (= 80 minutes)
Eighteen's (18s)	Flexible	2 x 45 minute halves (= 90 minutes)

- (b) FFV has adopted flexible kick-off times for the 18s Boys Competitions for 2011. Clubs may nominate their preferred home kick-off time provided it falls between 9:00am and 3:00pm unless approved by FFV for later kick off time. Requests for time changes need to be submitted on the official FFV Fixture Change Request form and submitted 5 working days prior to the fixture.

(c) FFV has flexible kick-off times for all Junior Girls League Competitions. Clubs may nominate a preferred home kick-off time. Once this time has been submitted to FFV it cannot be altered.

(d) Matches may kick off after 3:00pm at venues with approved FFV Lighting

#### 4.1.2 *Complying with Kick-Off Times*

- (a) It is the responsibility of the Home Club to ensure that it has access to a sufficient number of grounds to accommodate all teams playing at home on any given Match day at the specified time/s
- (b) No Club Official or Team Representative may contact the FFV Match Officials Appointment Branch to request, alter or defer a Match Official's appointment to any fixture.
- (c) All matches must commence within 15 minutes after the scheduled kick-off time. If this is not possible the Senior Match Official may, at his or her discretion and after consulting the coaches of both participating teams, reduce the playing time in line with FIFA regulations.

If a fixture is abandoned because a team is unable to start within 15 minutes of the scheduled kick off time or there is no agreement to start later than that:

- (i) The team that was ready to play will be awarded the Match with a 3–0 margin,
- (ii) If neither team was ready to play, a 'no result' will be recorded for the fixture
- (iii) Any team that was not ready to play may face disciplinary action under the GDT.

#### 4.1.3 *Duration of Matches – Normal Time*

- (a) After Normal Time the Senior Match Official may add on Injury/Stoppage time at his or her discretion.
- (b) The Senior Match Official may cut short any Match if, in his or her opinion, playing conditions compromise Player safety.
- (c) The Senior Match Official may reduce the playing time of a Match in line with FIFA rules at his or her discretion, but only after consulting coaches of both participating teams.

#### 4.1.4 *Half time interval*

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

#### 4.1.5 *Allowance for time lost*

- (a) Allowance is made in either half for all time lost through:
  - (i) substitution(s)
  - (ii) assessment of injury to Players
  - (iii) removal of injured Players from the field of play for treatment
  - (iv) wasting time
  - (v) any other cause
- (b) The allowance for time lost is at the discretion of the Match Official.

#### 4.1.5 *Penalty kick*

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

## **4.2. Abandoned Matches**

4.2.1 Matches in any cup or league fixture may only be abandoned by a decision of the Match Official.

4.2.2 If 80 per cent or more of Normal Time of a Match has been played then the score at the time of abandonment will stand, unless the matter is referred to the FFV Tribunal.

4.2.3 If less than 80 per cent of Normal Time of a Match has been played before the time of abandonment, then the Match will be replayed in full at a time and venue to be determined by FFV unless the Tribunal determines otherwise.

4.2.4 The Match will be abandoned if:

- (a) any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven 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, or
- (d) the Match Official, in consultation with security staff and ground officials, determines that the conditions for Players, coaches, Match Officials or supporters have become unsafe or untenable for any reason.

4.2.5 If a Match is abandoned due to a matter set out in rule 4.2.4 FFV may refer the matter to the Tribunal which may determine that the:

- (a) Match to be awarded as a "No Result". In this situation, no points will be awarded to either team for that fixture.
- (b) Match result is a 0-0 draw.
- (c) Match result is 3-0 to either Club unless the score at the time of abandonment was greater and in favour of the non offending Club
- (d) Match to be replayed from the time at which the original match was abandoned provided a suitable time and venue to do so can be found.
- (e) Match result to stand.
- (f) One of the participating Clubs must pay more than 50 % of the Match Officials' fees
- (g) Outcome shall be such other scenario that the Tribunal in its discretion shall determine.

- 4.2.6 Further any Club or Club Associate found to be responsible either in whole or in part for the abandonment of a game may be fined at level BR6 under the GDT may be guilty of Misconduct and may be subject to further penalties under the GDT.
- 4.2.7 When a Match is abandoned, all Match Officials are entitled to receive 100% of their normal Match fee.

### **4.3. Postponed/Rescheduled Matches**

- 4.3.1 Subject to rule 4.3.2 Matches may only be postponed by the Match Official or by an employee of FFV. Matches may only be rescheduled by an employee of FFV.
- 4.3.2 Where there is no appointed Match official and both coaches agree on the day of the Match that the weather or ground conditions make it unsafe for Players a match may be postponed provided that FFV is notified of such decision by both Clubs the next working day after the scheduled date of the Match.
- 4.3.2 If a Match is postponed by the Match Official, the Home Club must notify the FFV by the next working day after the scheduled Match day.
- 4.3.3 FFV will determine the new time and date for playing of a postponed/rescheduled Match. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled fixture as determined by FFV and any Club which fails to do so will automatically forfeit the Match and may face action under the GDT.
- 4.3.4 Any fixture ordered by FFV to be replayed must be completed by no later than one week after the conclusion of the relevant season unless otherwise approved or directed by FFV in writing. FFV may record the result of any Match not completed within this time frame as a 'no-result'.
- 4.3.5 Any Club Associate or Club found guilty of rearranging a league fixture, or requesting the appointment of Match Officials outside a set kick-off time or date, will be fined at level BR6 under the GDT and may be subject to further penalties under the GDT.

In addition to the above, FFV may record the final score of any such Match as a 'no result'.

- 4.3.6 When a Match is postponed, all Match Officials are entitled to receive 50% of their normal Match fee if the Match Official was present at the ground when the Match was postponed.
- 4.3.7 Wherever possible postponed Matches will be rescheduled to be played before the next scheduled round.
- 4.3.8 To avoid doubt the catch up round after the end of the home and away season is to be used only for replaying Matches from the last round of the home and away season other than in exceptional circumstances.
- 4.3.9 All Clubs must notify FFV as soon as they have reasonable grounds to suspect that a ground may be unsuitable for play in an upcoming fixture.
- 4.3.10 Postponed matches may be required to be played in the midweek immediately following the postponed / abandoned fixture

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

- 4.4.1 FFV and/or the Match Official may postpone, delay or abandon any fixture due to weather or ground conditions such as but not limited to excessive heat/humidity or rain that may endanger participants.
- 4.4.2 If the Match Official postpones delays or abandons any fixture due to weather or ground conditions, he or she must outline the reasons in writing within 48 hours of the conclusion of the fixture.
- 4.4.3 If 30 minutes before kick off the temperature at the venue are 32° or above, water bottles must be made available to enable any Player to take a drink during the course of the game. Permission of the Match Official to take a drink is not required.
- 4.4.4 If conditions are considered extreme by the Match Official, he or she may allow a 2 minute break during the course of each half.

#### **4.5. Restrictions on Ground Usage**

- 4.5.1 FFV may take whatever action is deemed necessary if a fixture or fixtures are affected by restrictions on the usage of grounds or where more than one game is scheduled to take place on a ground. BY way of example only where it is necessary to limit the number of games to be played on a ground then the game involving the senior team shall take priority over a reserves game.

#### **4.6. Match Points**

- 4.6.1 In all Junior League fixtures, Match points will be awarded as follows:

WIN	-	3 Points
DRAW	-	1 Point
LOSS	-	Nil Points
NO RESULT	-	Nil Points for either team

- 4.6.2 FFV reserves the right to record any fixture as a 'no result'.
- 4.6.3 (a) At the end of the championship season, all teams will be ranked from highest to lowest by virtue of the total number of points received.
- (b) One or more teams finish the regular season on the same number of points, their final position will be determined as follows:
- (i) The team with the greatest Goal Difference will finish higher.
  - (ii) If Goal Difference is the same, then the team that has scored the most Goals FOR, will be deemed to have finished higher
  - (iii) If Goal Difference is the same and Goals FOR is the same, then the final order will be determined by the results of matches played between the teams.
  - (iv) If the aggregate scores between the teams are the same, then away goals will count as double.
- (c) If one or more teams have the identical number of Championship Points, Goal Difference, Goals Scored & Conceded, and the results between the teams is the same, then those teams will be deemed to have tied.

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

#### **4.7. Non-Participation in FFV Fixture**

- 4.7.1 Clubs are obliged to participate in fixtures as determined by the FFV. Unless by 5pm Wednesday prior to the scheduled fixture FFV is notified of the proposed change and the reasons for it in writing any Club which fails to participate in a fixture may be penalised as follows and may also be subject to further sanction under the GDT:
  - (a) the Match will be awarded to the opposing team (as a 3-0 result),
  - (b) a fine at level BR 3 as set out in the GDT
  - (c) if both teams refuse to play, FFV may award a NO RESULT
- 4.7.2 Notwithstanding notification in accordance with rule 4.7.1 FFV may determine in its discretion that any one or more of the sanctions set out in rule 4.7.1 will apply.
- 4.7.2 To avoid doubt a failure by either team to complete a fixture once it has commenced is a serious breach of this rule and may be sanctioned as a Misconduct Penalty MP8 under the GDT. Repeat offenders in this regard may be withdrawn from the relevant competition.

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

- 4.8.1 Change of fixtures will only be considered in exceptional circumstances. Any application for a change of venue must be submitted to FFV, on Club letterhead and signed by a Club official, no less than 5 working days prior to the Match. FFV will then consider the application and notify both Clubs of its decision.
- 4.8.2 All fixture change requests must be submitted to FFV on Club letterhead and signed by the appropriate Club officer, by the conclusion of Round 2 of the 2011 season
- 4.8.4 If the request is judged by FFV to be frivolous (eg. weddings, baptisms, confirmations or other social events) FFV may reject that request without further consideration. However, if both clubs involved agree to the fixture change and provide confirmation in writing no less than 5 working days from the fixture, FFV will further consider this request
- 4.8.5 FFV's decision in regards to rescheduling of league fixtures will be final and binding on all parties and shall not be appealable.
- 4.8.6 Catch-up rounds are reserved for postponed / abandoned matches and are not available to reschedule at club requests

#### **4.9 Finals Series**

- 4.9.1 Winners of each league in each age group will be involved in a final series to be played against over two weeks. For example the winners of the Under 14 B Grades from all zones will participate in a final series as set out by FFV.

4.9.2 Where two or more teams finish the regular season on the same number of points the following will apply to determine their finishing order:

- (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 scores of matches played between the teams.
- (d) If the aggregate scores between the teams are the same, then away goals will count as double.
- (e) If teams can still not be separated and the results between the teams is the same, then a team will be drawn at random (finals league matches only, not knockout matches).
- (f) When teams are in a knock out finals series, the following applies:
  - i. A penalty shootout will occur if any knockout match is tied at the end of normal game time.
  - ii. If the results in a 2 leg play off are identical and no winner can be determined via the away goals rule, then a penalty shootout will occur after the Round 2 match (eg. Both matches finish 1-1)

4.9.2 To be eligible to play in a Finals Series Match a player must have played a minimum of 5 games for that team in the 2011 Competition Season

4.9.3 FFV will fixture finals fixtures at such times and venues as it sees fit.

4.9.4 All Suspensions from the regular season will carry over to the Finals Series,

4.9.5 Referee fees for all Final Matches will be shared by the Clubs.

## **5. MATCH OFFICIALS**

---

### **5.1 Match Official Fees**

- 5.1.1 For the 2011 Season, the Match Official fees as set out in the FFV website will apply but are subject to change at any time.
- 5.1.2 (a) Unless otherwise stated, payment in cash or cheque of all fees for Match Officials must be made by the Home team prior to the commencement of each fixture otherwise a Match shall not commence.
- (b) If payment is made by cheque, and that cheque is subsequently dishonoured, the Club may be fined at level BR2 under the GDT
- 5.1.3 If a Match is abandoned or postponed, all Match Officials are entitled to receive Match fees in accordance with rules 4.2.7 and 4.3.6 respectively.

### **5.2. Assistant Match Officials**

- 5.2.1 Where possible 2 Assistant Match Officials shall be appointed to a fixture to assist the Senior Match Official. FFV will also appoint Assistant Referees to matches when deemed necessary and the costs of this including Referees fees will be borne by the home Club.
- 5.2.2 If insufficient Assistant Referees have been appointed, each team must provide a linesperson to assist the Match Official. Failure to comply will result in a 3-0 loss to the offending Club or in the case of a failure by both teams to do so a NO-RESULT.

### **5.3. Non-Attendance or unavailability of Match Official**

- 5.3.1 If the Senior Match Official fails to honour his or her appointment, the next most senior Match Official ('Replacement') will take charge of the fixture.
- 5.3.2 If the Senior Match Official is late arriving at a fixture, the Replacement will take charge until the Senior Match Official is ready to take over.
- 5.3.3 If no registered Senior Match Official is present to act as the Replacement, the Home Club must consult with the visiting team and agree on the appointment of a person to act as Senior Match Official for the fixture.
- 5.3.4 All Clubs must fulfill all fixtures, regardless of whether or not the Senior Match Official is present to take charge. Failure by any team or Club to do so may result in that team being fined at level BR 3 and other action taken under the GDT.

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

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

## **Duties of the Match Official**

### **5.5. Match Records and Match Ball**

- 5.5.1 At the conclusion of each Match, the Senior Match Official shall consult with his or her Assistant Match Officials and confirm the correctness of all Match information before completing both Match Records.
- 5.5.2 The Senior Match Official must forward the original Match Records to FFV by no later than 2 working days after the Match date.
- 5.5.3 In all competitions, Clubs must retain the FFV Player Identification for all Players.
- 5.5.4 If a Club official protests to the Senior Match Official about the fielding of an ineligible Player, the Match Official must instruct the Club official to lodge an official protest pursuant to the FFV Grievance, Disciplinary and Tribunal By-Law.
- 5.5.5 The Senior Match Official must ensure that Clubs do not list more than 16 Players on a Match Record for any fixture in the Under 12 to Under 18 age groups and no more than 13 for Under 11's
- 5.5.6 Subject to any Protest the Match Records received from the Senior Match Official will be accepted as the accurate and official record of a Match.
- 5.5.7 The Senior Match Official must cross-check the Match Records with the Player ID Cards for each team participating in the fixture. Any discrepancies identified by the Senior Match Official must be drawn to the attention of the appropriate team prior to the commencement of the Match, and the discrepancy resolved before the Match can start. Provided all information is considered by the Senior Match Official to be correct, he or she shall return Player ID Cards to the appropriate Club at the conclusion of the fixture.

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

- 5.6.1 It is the Senior Match Official's responsibility to ensure that all players taking the field of play are wearing only equipment that is safe to themselves and any other person.
- 5.6.2 If a Player is wearing any equipment which may endanger him or herself, or any other player (see rule 3.7.) it is the Senior Match Official's responsibility to ensure all such equipment is removed before the Player enters the field of play.
- 5.6.3 The Senior Match Official must ensure that any Player who suffers an injury or wound which results in the loss of blood leaves the ground immediately for the purpose of receiving medical attention outside the field of play.
- 5.6.4 The Senior Match Official will allow the injured Player to rejoin the game only after the Senior Match Official is satisfied that the wound has been safely covered and contained.
- 5.6.5 If a Player's uniform or attire has blood spilt on it, the Senior Match Official will require the Player to change his or her attire before rejoining the game.
- 5.6.6 If the injured Player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the Senior Match Official may in his or her discretion allow the Player to wear an alternative numbered shirt.

5.6.7 Alternatively, in such circumstances, a team may replace the injured Player in accordance with the interchange rule.

## **6. REGISTRATION**

---

6.1 The Player Registration Process is set out in the 2011 FFV Registration Regulations

## 8. CODES OF BEHAVIOUR

---

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

### 8.1. Overview

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.

### 8.2. 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).*

### **8.3 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 jewellery 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.

### **8.4 Coaches' Code of Behaviour**

- Place the safety and welfare of the athletes above all else.
- Help each person (athlete, official etc) reach their potential - respect the talent, developmental stage and goals of each person and compliment and encourage with positive and supportive feedback.

- Any physical contact with a person should be appropriate to the situation and necessary for the person's skill development.
- Be honest and do not allow your qualifications to be misrepresented.
- Be reasonable in your demands on younger Players time, energy and enthusiasm
- Teach your Players to abide by the rules and Laws of the Game
- Ensure that equipment and facilities meet a reasonable safety standard and is appropriate to the age and ability of the Players
- Modify your approach to suit the skill levels and needs of Players
- Develop and enhance respect between Players, opposition coaches and the decisions of the Match Official
- Follow the advice of a physician when determining the extent of a Player's injury and beyond that, when Players are returning from injury to training and Match play
- Keep up to date with the latest coaching practices (refer to Coach Accreditation Criteria)
- Take time out to teach Players (& others) the Laws of the Game, hence raising their awareness
- Remind all Players to play within the spirit of the game at all times
- Ensure Players are good sports and ensure each team member shakes the hand of their opponents at the conclusion of every Match
- Do not smoke or consume alcohol from the team bench (Technical Area) or sideline
- Remember the actions of yourself and your team is reflective of the perception others take away with them

### **8.5 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.

### **8.6 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.

### **8.7 Parents Code of Behaviour**

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

### **8.8 Spectators' Code of Behaviour**

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

- Respect the decisions of the Match Officials, and teach children to do the same;
- Never ridicule or unduly scold a child for making a mistake;
- Respect the rights, dignity and worth of every person regardless of their race, colour, religion, language, political views, national or ethnic origin;
- Not engage in the use of violence in any form, whether it is by other Spectators, Team Officials (including coaches) or Players;
- Not engage in discrimination, harassment or abuse in any form whether lawful or otherwise, including but not limited to the use of obscene or offensive language or gestures, the incitement of hatred or violence or partaking in indecent or racist chanting;
- Comply with FFV's '**Conditions of Entry**', at all venues, and any ticketing conditions (Premier League and State League 1 only);
- Not carry, light or throw flares or missiles (including on to the field of play or at other spectators);
- Not enter the field of play or its surrounds without lawful authority; and
- Conduct them self in a manner that enhances, rather than injures, the reputation and goodwill of FFV, Football Federation Australia (FFA), and football generally.

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

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

## **8.9 Victorian Code of Conduct for Community Sport**

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

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

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

The Victorian Code of Conduct for Community Sport outlines behaviours which are expected to be followed by every person involved in community sport, as well as identifying the behaviours which must not be tolerated.

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

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

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

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

## **Code of Conduct**

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

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

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

## **Breaches of the Code**

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

- Violent or abusive behaviour towards another person.
- Vilification of any kind towards another person.
- Discrimination against another person based on their age, gender or sexual orientation.
- Discrimination against another person based on their race, culture, religion or any other irrelevant personal characteristic.
- Sexual harassment or intimidation of another person.
- Victimisation of another person for exercising their rights through the Code of Conduct.
- Failure to maintain a safe environment.

## **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.

## Implementation of the Code

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

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

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

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

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

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

## Definitions

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

**State Sporting Association:** the peak body for a particular sport in the state and affiliated with its National Sporting Organisation. The SSA is responsible for the development of the sport and the management and communication of the sport's rules and regulations to its affiliated clubs and members.

---

## SCHEDULE 1

### MINIMUM REQUIREMENTS FOR EACH VENUE CATEGORY

Heading	Rule #	Venue Class	Requirement
<b>Section 1 - Field of Play and Environs</b>			
General	1.1	All	The field of play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch size	1.2.1	A	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.2	B	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.3	C & D	Size 2 Pitch Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.4	Junior	Size 3 Pitch Length - Minimum 90 metres, maximum 105 metres Width - Minimum 50 metres, maximum 68 metres
Run offs	1.3	All	A minimum runoff area of 3 metres to any solid obstruction, including fences and team benches, must be provided.
Goals	1.4.1		Goalposts and nets must be in accordance with the Laws of the Game. The goalposts and crossbar must be made of wood, metal or other approved material. They may be square, rectangular, round or elliptical in shape and must not be dangerous to players. The distance between the posts is 7.32 m and the distance from the lower edge of the crossbar to the ground is 2.44 m. Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm. The goalposts and crossbars must be white. Goals must have nets which must be secured effectively to the posts and ground to ensure the ball is trapped. The nets must be pulled back to allow sufficient safe space within the goal space.
Goals	1.4.2		Permanent and semi permanent goals must conform to Australian Standard AS 4866.1-2007 - Playing field equipment- Soccer goals Part 1: Safety aspects and be properly installed and secured. Movable goals must be compliant with the Australian Competition and Consumer Commission's Consumer Protection Notice No.28 of 2010.  Goals must not have sharp edges protruding that may cause injury.
Corner posts and flags	1.5	All	Corner posts and flags must be in accordance with the Laws of the Game. Posts must not be metal or spring loaded. They must be plastic or wood and stand a minimum of 1.5 metres above the ground with a non-pointed top. Corner flags must not feature nationalistic emblems or reference,

Pitch surface	1.6.1	All	The field of play must be safe and even without trip hazards.
	1.6.2	A	The field of play must have an even grass coverage. No important area of the field, including goal areas, may be significantly without grass.
	1.6.3	All	If a hard-based cricket wicket is present on the field of play it must be covered with soil or be of a material similar to grass. The edges of the wicket must not protrude from the ground or in any way cause a tripping hazard. The field of play must be configured so that the hard cricket wicket is not located within the penalty area.
	1.6.4	A	The field of play must not include a hard-based cricket wicket.
Pitch surface - synthetic	1.6.5	All	Matches may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA 1 star standard.
Line markings	1.7.1	All	The playing pitch must be clearly marked in accordance with Law 1 and hence no extraneous line markings are allowed. The goal lines must be of the same width as the goalposts and the crossbar. All lines must be of the same width, which must be not more than 12 cm.
Line markings Exception	1.7.2	Note	<p><b>Exception for Junior Leagues and Men's Thirds and Masters Leagues.</b></p> <p>The playing pitch must be marked in accordance with Law 1. However, Matches may be played on fields with some minor additional markings as follows:</p> <ul style="list-style-type: none"> <li>a) the standard Law 1 markings must be in white and no less than 100 mm in width</li> <li>b) any extraneous markings must not be in white and must not be perceived as brighter than white and must not be greater than 75 mm in width</li> <li>c) the location and extent of extraneous markings must not be such as to be likely to cause significant risk of confusion to the referee in the officiating of the Match</li> </ul> <p>Approval to use a pitch with extraneous line markings is at the sole discretion of FFV and this approval must be provided in advance and subject to such conditions as FFV determines.</p>
Line marking products	1.7.3	All	Only products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses may be used for line marking. Limil, Herbicides and other products such as 'Round Up' that are harmful to a person's health can cause damage to the playing surface are not to be used under any circumstances.
Stretcher	1.8	All	One stretcher suitable for first aid and emergency use must be placed at the half way line prior to the commencement of each Match. The stretcher must remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match. Wooden or canvas stretchers are not suitable.

Pitch fence	1.9.1	A & B	A permanent chain wire fence around the pitch meshed to the ground, with a minimum height of 1.1 metres, and at minimum 3 metres in distance from the side lines and goal lines,
	1.9.2	C & D	Where a pitch fence is not in place at least a rope or bunting around the pitch at a height of around 1 metre and a minimum 3 metres in distance from the side lines and goal lines must be in place to provide a clear indication of segregation of the playing area to the
Covered players race	1.10.1	A & B	A covered roof player's race from the dressing rooms to the playing area must be provided. The race must have a minimum height of 2.2 metres and a minimum width of 2 metres. For any portion of the race which is not solid wall or roof, shade cloth must be provided running the length of the players race at a height of a minimum at 1.5 metres set 0.5 metres from the ground,
	1.10.2	C & D	nil requirement
Technical area	1.11.1	All	A technical area must be marked for each team on the same side of the field and on opposite sides of the half way line. It must be located no closer than 7 metres and no greater than 20 metres from the half way line. The technical area extends 1 m on either side of the designated seated area and extends forward up to a distance no closer than of 1 m from the touch line.
	1.11.2	A, B	The technical area must be marked in accordance with the line marking requirements in 1.7.3.
	1.11.3	C, D	The technical area may be marked by crushable cones. If marked by lines they must be in accordance with the line marking requirements in 1.7.3.
Team Benches	1.12.1	A, B, C	Two covered team benches or equivalent seating with adequate seating for <b>8</b> people must be provided.
	1.12.2	D	Two covered team benches or equivalent seating with adequate seating for <b>5</b> people must be provided.

## Section 2 - Player and Officials Amenities

Players change rooms	2.1.1	A	Four players' lockable dressing rooms ( <b>each minimum 25 m2</b> ), must be provided, each with exclusive access to an immediately adjacent shower area and toilet facilities. The shower area must be finished in impervious material to a height of 1.2 m and have hot and cold water showers.
	2.1.2	B	Four players' lockable dressing rooms ( <b>each minimum 25 m2</b> ), must be provided for each pitch in use. Each room must have access to a shower area and toilet facilities within the building structure.
	2.1.3	C	Two players' lockable dressing rooms ( <b>each minimum 25 m2</b> ) must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within the building structure.
	2.1.4	D	Two players' lockable dressing rooms ( <b>each minimum 20 m2</b> ) must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within or adjacent to the building structure.

Officials room	2.2.1	A	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m <sup>2</sup> , with a writing desk or bench and chair and have exclusive access to a toilet and shower providing hot and cold water.
	2.2.2	B	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m <sup>2</sup> , with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.3	C	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m <sup>2</sup> , with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.4	D	Match Officials must have exclusive access to a lockable dressing room with a writing desk or bench and chair and have access within or adjacent to the building to a toilet and shower providing hot and cold water.
Massage table	2.3	A & B	One fully functional and purpose built massage table must be provided for each of the players dressing rooms
First aid	2.4.1	A	A first aid <b>room (minimum 15 m<sup>2</sup>)</b> , including basic first aid equipment and a bed or massage table all of which must be kept clean and sterile.
	2.4.2	B	A first aid <b>room</b> , including basic first aid equipment and a bed or massage table all of which must be kept clean and sterile.
	2.4.3	C & D	A first aid <b>area</b> , which can be made private by the use of curtains, screens or similar and providing basic first aid equipment all of which must be kept clean and sterile.
<b>Section 3 - Spectator Amenities</b>			
Public toilets	3.1.1	A	Two toilet blocks must be provided for both male and female patrons (each section having a minimum of two cubicles) situated not more than 50 metres from the playing field.
	3.1.2	B	Male and female public toilets situated not more than 50 metres from the playing field must be provided.
	3.1.3	C	Male and female public toilets (or suitable unisex/family toilets) must be provided. These may be shared with player/Match Official toilets.
	3.1.4	D	Access to male and female public toilets (or suitable unisex/family toilets) must be available.
Scoreboard	3.2.1	A	A fully functional permanent and fixed scoreboard (including the names of each participating Club) clearly visible to the majority of spectators and the media/press box must be provided and operated on match day.
	3.2.2	B	A fully functional scoreboard, clearly visible to the majority of spectators must be provided and operated on match day.
	3.2.3	C & D	nil requirements
Precinct parking	3.3	A	Car parking for 200 cars must be available within 400 metres of the ground.
Kiosk	3.4	A	A canteen/kiosk serving hot and cold drinks and snack foods must be provided and operated on match day.

Disabled toilet	3.5	A	Disabled toilet access must be provided.
Undercover seating	3.6	A	Undercover spectator seating for 500 people must be provided.
Public Address system	3.7	A	A fully functional Public Address (PA) system must be provided. The PA must be clearly audible to all parts of the venue, including social areas and operated on match day to make announcements to introduce players, announce scorers and provide emergency instructions to patrons.

#### Section 4 - Operations and Media

Access	4.1	All	The venue must be accessible by emergency services vehicles.
External fencing	4.2	A	Spectator amenities must be fully enclosed with perimeter fencing at least 1.8 metres high.
Ticket boxes	4.3	A	Two Ticket Box entrances of a structure and design approved by FFV must be provided for the collection of admission fees,
Exits	4.4	A	At least two exits must be provided for patrons. These must be well separated to provide for orderly exit of patrons and players from the venue.
Media and operations viewing area	4.5	A	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 able to accommodate at least eight persons. 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.
Broadcast point	4.6	A	A suitable location for the broadcast of Matches must be provided. The broadcast point must provide a safe elevated location at the half way line for the camera operator and commentator. The commentator and camera operator's location(s) must be covered, safe to access and work from, protected from inclement weather and be provided with power. The camera must have a direct view, without glass, to the field of play. The commentator's location must be located and/or sufficiently enclosed to ensure minimal extraneous noise to interfere with the Match commentary.

## SCHEDULE 2

# **FOOTBALL LIGHTING - POLICY & REQUIREMENTS - SEASON 2011** **Mandatory Requirements for Competition Lighting**

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

The primary reason for the requirements is the health and safety of participants. Additional reasons include the enabling of higher quality play, providing a satisfactory experience for spectators and ensuring that football venues are "good neighbours" in residential areas.

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

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

This document:

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

## **1 Background**

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

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

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

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

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

## **2 Requirements**

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

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

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

- amateur;
- semi-professional;
- professional.

These align with FFV's Rules of Competition in which only two leagues may employ contracted Players and are deemed "semi-professional". These leagues are the Victorian Premier League and Men's State League Division 1.

Therefore, based on the Australian Standard, the following table details the minimum requirements for competition lighting.

Competition	Minimum Lux <sup>1</sup>	Minimum horizontal Uniformities		Maximum Glare Rating
		U <sub>1</sub>	U <sub>2</sub>	
		min:ave	min:max	
Victorian Premier League (Seniors), Men' s State League 1 (Seniors) (Semi-professional)	200	0.6	0.4	50
All other competitions (Amateur)	100	0.5	0.3	50

Note that the minimum Lux refers to the maintained average as measured in field audits, not initial design.

### 3 Process

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

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

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

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

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

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

For the required audit the lighting consultant must:

- undertake a review of the installed equipment to assess its characteristics and current potential for compliance with the Australian Standard;
- make such calculations as are necessary to assess compliance with the required Glare Rating;
- undertake an on-field audit using appropriate equipment measuring in accordance with Clause 6.3 and Clause 12.3.2 of the Australian Standard, including at critical points<sup>2</sup> and assess compliance with the lux levels and their uniformity;
- identify any issues of concern regarding the uniformity of vertical illuminance affecting illumination of the ball on medium and high trajectory paths;
- identify any issues of concern relating to the lighting system's reliability, including a check of the switchboard/lighting control systems to confirm that they are able to be fully secured and are in good working order ; and
- report to FFV on compliance with the Australian Standard or otherwise.

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

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

Subject to clause 5 FFV will not approve fixtures that require lighting without the Certification.

#### **4 Ongoing compliance**

Subject to clause 5 the Club must ensure that the Australian Standard is always met for Matches.

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

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

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

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

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

---

<sup>2</sup> Measurement points should include the penalty sport and within the corner semi circle.

If the Lighting Failure was due to any other reason:

- (a) the Club will be liable to a penalty of 4 Penalty Units; and,
- (b) if the Match is required to be rescheduled it will be scheduled at the home ground of the opposition team on a date to be set by FFV; and,
- (c) the Club must pay for a further audit in accordance with the process detailed in section 3 above; and
- (d) the Club may not be permitted to hold night Matches at the venue until the audit demonstrates compliance with the Australian Standard.

If a Lighting Failure occurs on a second occasion within two seasons for any reason FFV may in its discretion impose a Fine of up to 8 Penalty Units and/or not accept that venue for subsequent night fixtures.