

**FOOTBALL FEDERATION VICTORIA INC.**



**FOOTBALL  
FEDERATION  
VICTORIA**

**2009 RULES OF COMPETITION**

**THIRDS AND MASTERS LEAGUES**

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# 1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

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## 1.1 Application and definitions

- 1.1.1 These rules shall apply to all levels of Third & Masters League Competition administered under the auspices 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, 2009 FFV Registration Regulations or the 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:

**Club** means a football club which is registered with FFA and complies with 23(1) of the FFV Constitution

**Club Affiliation Criteria** means any written criteria published by FFV relating to the affiliation, amalgamation or merger of Clubs including but not limited to these Rules.

**Club Associate(s)** means one or more of the following, whether individually or collectively:

- (i) Club Office Bearers;
- (ii) Club Officials (coach, team manager, anyone who is officially associated with the Club).
- (iii) Players of a Club;
- (iv) Members of a Club;
- (v) Supporters of a Club;
- (vi) a Club

**GDT** means the FFV Grievance Disciplinary and Tribunal By-Law.

**MSS** means the Minimum Security Requirements published by FFV from time to time.

**Tribunal** means the FFV Tribunal established under the GDT.

## 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 2008. Applications received after 1<sup>st</sup> December 2008, 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 this combination shall not be the colours of any Club.
- 1.4.2 The playing colours of a Club in FFV competitions shall be as prescribed on the FFV website Club directory.

## **1.5 Lighting standards**

1.5.1 Clubs wishing to play competition fixtures under lights must ensure that lighting complies with the guidelines prepared by FFV.

## **1.6 Monies owing to FFV**

1.6.1 Subject to this rule 1.6 all outstanding amounts owed to FFV, as well as annual team affiliation fees, as determined by FFV, must be paid by a Club within 30 days of invoicing failing which:

- (a) no teams or Players will be registered unless a Club's account with FFV is in credit; and.
- (b) FFV may offset any transfer or compensation fees owed by an unfinancial Club to the extent of amounts owing by that Club to FFV
- (c) A fine of 2.5 Penalty Units as set out in GDT will be imposed on the Club

1.6.2 In addition failure to adhere to rule 1.6.1 will result in a Club being sent a reminder notice to bring their accounts with FFV into order. An offending Club will be given 21 days from the date of the reminder notice to bring their accounts with FFV into order otherwise a failure to do so will result in 3 competition points being deducted from each of that Club's teams in competitions to which these Rules apply. A Club subjected to this penalty will be notified in writing when the deduction of points will take effect.

1.6.3 Notwithstanding rules 1.6.1 and 1.6.2 FFV may in its absolute discretion expel a Club if it does not comply with this Rule 1.6.

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

1.6.5 If the deduction of 3 points under rule 1.6.2 results in a team or teams being relegated, such relegation will stand even if the outstanding monies are subsequently paid.

## **1.7 Protection of important fixtures**

1.7.1 No Club nor any entrepreneur may stage 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.

1.7.2 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 provided that such direction is given at least 4 weeks in advance and provision is made for a reasonable alternative time for the matches to be re-scheduled.

## **1.8 Non scheduled matches**

1.8.1 (a) Any Club staging or taking part in any competition, tournament, friendly match, or other match which does not form part of FFV 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.

- (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 other officials involved in these matches.

1.8.2 No Club shall promote a team to play or permit any of its Players to play in any competition or with any body not affiliated directly or indirectly with a FIFA-approved league, association or federation.

1.8.3 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.

## **1.9 Insurance**

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

## **1.10 Insurance of Players**

1.10.1 All Players taking the field of play (or training) must be insured through FFV's Insurer (or as otherwise allowed by FFV). The Player's insurance will be collected by FFV at the time of Player registration (refer to the Summary of Cover as posted on FFV Website for policy details).

1.10.2 (a) Players who participate in competition fixtures without having their registration details updated relevant to their Club will be deemed ineligible for insurance cover

- (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.

## **1.11 Insurance of Club Officials**

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

## **1.12 Strict liability of Clubs**

1.12.1 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.

## **1.13 Media comment**

1.13.1 Clubs and Club Associates must not make derogatory comment(s) to the media about FFV or the performance of Match Officials. Any such complaints should be made in writing to FFV.

1.13.2 Match Officials are prohibited from making any comment to the Media in regard to any fixture of FFV at any time.

1.13.3 A breach of this Rule may result in a fine at level BR5 and further disciplinary action as set out in the GDT

## **1.14 Change of Club name**

1.14.1 Any Club that wishes to change its registered Club name must provide the information in rule 1.14.3 in writing to FFV, which will then be considered by FFV.

1.14.2 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.

1.14.3 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

- (i) A copy of the Minutes of Special General Meeting of the Club, approving the Change of Name,
- (ii) Evidence of Registration of the new Club (Business) Name with the appropriate entity,
- (iii) 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.

### **1.15 Ticketing and Refunds of money**

1.15.1 This clause is applicable to all FFV Competition Fixtures where admission fees are charged. Clubs cannot charge and admittance fee to Junior fixtures.

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

1.15.3 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.

1.15.4 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.

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

1.15.6 This ticketing clause is to be displayed at the ticket box at all venues where admission fees are charged.

1.15.7 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.

1.15.8 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.

1.15.9 If the main fixture is abandoned after the conclusion of the first half, then no refund will be given.

## **1.16 Security at Home Grounds**

- 1.16.1 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.
- 1.16.2 Each FFV Home Club is required to provide Ground Marshals and/or security and/or police as per the MSS or as directed by FFV.
- 1.16.3 The Tribunal will take into account the security measures implemented by Clubs, when assessing any Misconduct charges that may be brought before them.
- 1.16.4 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.
- 1.16.5 The venue host (normally the Home Club) will be held responsible if it is found that the FFV appointed Match Official(s) does not receive all items back.
- 1.16.6 The visiting team is responsible for the valuables of its Players and valuables that are left in change rooms are done so at their own risk.

## **1.17 Representative Teams**

- 1.17.1 Any Player registered in Victoria under the FFA National Registration Regulations 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.
- 1.17.2 All Clubs must release Players for training and preparation for, and participation in, representative matches, camps or tours, when requested by FFV.
- 1.17.3 FFV will ensure that all selected Players, coaching staff and officials chosen in the representative party are insured to cover their participation.
- 1.17.4 Where a Club has three or more Players from one team participating in a 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 fixture. FFV shall determine the outcome of that request in its absolute discretion and that decision cannot be appealed or reviewed.
- 1.17.5 Players selected that are under the age of 18 years will be required to supply FFV with a letter of consent from their parent/guardian.

## **1.18 Lighting of Flares or Other Flammable Objects/Throwing Objects**

- 1.18.1 The lighting of flares or other flammable objects and or the throwing of objects is strictly prohibited in all FFV sanctioned fixtures.
- 1.18.2 Clubs whose Club Associates are in breach will be held fully accountable for the actions of their Club Associates.
- 1.18.3 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.
- 1.18.4 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.

## **1.19 Racial and Religious Vilification Code**

1.19.1 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>

1.19.2 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.

1.19.3 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,
- (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; and,
- (e) adopt an action plan, which is contained in the Racial and Religious Vilification Code.

1.19.4 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.

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

1.19.6 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.

## **1.20. Member Protection Policy**

1.20.1 FFV has implemented a Member Protection Policy which has been designed as the main source document from which Clubs can refer to when resolving any issues within their respective organisations. This Policy is deemed to be incorporated into these Rules.

## **2. COMPETITION STRUCTURE**

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### **2.1. General Information**

- 2.1.1 These rules shall apply to all Thirds & Masters competition fixtures (including league fixtures, cup games, finals & play-off matches) of the FFV.
- 2.1.2 All FFV fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 2.1.3 Subject to these Rules at the end of the season, including any finals or play offs the final standings of each division will determine which Clubs have earned the right to be promoted or relegated between FFV leagues. Clubs that earn the right to be promoted shall only be entitled to be promoted for the following season provided it;
- (a) applies in writing to FFV for promotion within 28 days of the last league championship game in the season;
  - (b) has honoured its financial obligations to FFV and is deemed by the FFV to be Financial as at the date on which it applies for Promotion;
  - (c) provides evidence of sound Administrative and Financial resources;
  - (d) has met the published criteria for Clubs participating in the relevant league or division by no later than 1<sup>st</sup> December 2007 or as otherwise permitted by FFV at its absolute discretion.
  - (e) Is not otherwise in breach of these Rules or any other requirements of FFV
- 2.1.4 If a team withdraws prior to the start of the competition season (and cannot be replaced), then a "BYE" will be inserted in the fixture.
- 2.1.5 If a team withdraws once the competition season has commenced, the following will apply:
- (a) If a team withdraws prior to the point in the season at which they have played each opposition team at least once, then a 'BYE' will be inserted to replace the withdrawn team in the fixture, and all points along with goals scored (for & against) will be erased..
  - (b) If a team withdraws after the point in the season at which they have played each opposition team at least once, but prior to the conclusion of the competition season, then a 'BYE' will be inserted to replace the withdrawn team in the fixture. All points along with goals scored (for & against) in the team's first Match against all opposition teams will stand however all points along with goals scored (for & against) received up to the withdrawn Club's last fixture will be erased

### **2.2. Thirds League**

- 2.2.1 The Thirds League Competition shall comprise of 4 Divisions as follows:
- (a) Division 1 – 10 teams
  - (b) Division 2 – 20 teams divided into 2 regional divisions of 10 teams each
  - (c) Division 3 – 20 teams divided into 2 regional divisions of 10 teams each
  - (d) Division 4 – 20 teams divided into 2 regional divisions of 10 teams each
- 2.2.2 FFV may Increase or decrease the number of leagues in accordance with the number of applications received.

- 2.2.3 The teams finishing top of each league division at the end of the competition season will be crowned Champion and the second placed team Runner-Up.
- 2.2.4 Those Clubs finishing in 9<sup>th</sup> and 10<sup>th</sup> position at the end of the Thirds League Division 1 season will be relegated to the Thirds League Division 2 in the following season.
- 2.2.5 The Club finishing in 1<sup>st</sup> position at the end of the Thirds League Division 2 season will be promoted to the Thirds League in the following season.
- 2.2.6 Those Clubs finishing in 9<sup>th</sup> and 10<sup>th</sup> position at the end of the Thirds League Division 2 season will be relegated to the Thirds League Division 3 in the following season.
- 2.2.7 Those Clubs finishing in 1<sup>st</sup> and 2<sup>nd</sup> position at the end of the Thirds League Division 3 season will be promoted to the Thirds League Division 2 in the following season.
- 2.2.8 Those Clubs finishing in 9<sup>th</sup> and 10<sup>th</sup> position at the end of the Thirds League Division 3 season will be relegated to the Thirds League Division 4 in the following season.
- 2.2.9 Those Clubs finishing in 1<sup>st</sup> and 2<sup>nd</sup> position at the end of the Thirds League Division 4 season will be promoted to the Thirds League Division 3 in the following season.
- 2.2.10 All Thirds and Masters league competition matches will be played on Friday, Sunday or Monday although FFV may schedule games on other days as it deems necessary.
- 2.2.11 (a) Thirds League matches must not kick off before 11:00am  
(b) Thirds League matches must not kick off later than 3:15pm except when the venue has approved FFV Lighting
- 2.2.12 All online team entry submitted after the advised cut off date will only be accepted if a vacancy exists within the relevant league and must be accompanied by the fee set out in the FFV website.
- 2.2.13 A Late Withdrawal Fee will apply for each team that withdraws from the competition after the due date for team applications has elapsed as set out in FFV website.

### **2.3. Masters League**

- 2.3.1 The Masters League will consist of 2 or more leagues based on geographic location
- 2.3.2 Leagues will be made up of 10 teams unless FFV sees fit to alter due to team withdrawal
- 2.3.3 All Thirds and Masters League competition matches will be played on Friday, Sunday or Monday although FFV may schedule games on other days as it deems necessary.
- 2.3.4 (a) Thirds League matches must not kick off before 11:00am  
(b) Thirds League matches must not kick off later than 3:15pm except when the venue has approved FFV Lighting
- 2.3.5 All online team entry submitted after the advised cut off date will only be accepted if a vacancy exists within the relevant league and must be accompanied by the fee set out in the FFV website.
- 2.3.6 A Late Withdrawal Fee will apply for each team that withdraws from the competition after the due date for team applications has elapsed as set out in FFV website.

### **2.4. Eligibility**

#### *2.4.1 Thirds League*

- (a) No more than 2 Players who have participated in their Club's senior team in the same weekend may play in a Thirds competition fixture in that weekend.

- (b) A Professional Player is not eligible to participate in the Thirds Competition

#### 2.4.2 *Masters League*

- (a) All Players must be 35 years or older, as at 1 January 2009.
- (b) No more than 2 Players who have participated in their Club's senior team in the same weekend may play in a Masters competition fixture in that weekend.

### 3. FIXTURE REQUIREMENTS

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#### 3.1. Facilities/Ground Arrangements

Each Club must ensure that it complies fully with the criteria set out below

- 3.1.1 Any Club whose facilities do not meet the requirements specified may be fined at level BR 4 in accordance with the GDT, be suspended or have its home fixtures played away.
- 3.1.2 Clubs that do not comply with these criteria before a relevant season, will be relegated to such League as FFV deems appropriate or removed from leagues for the 2009 season.
- 3.1.3 FFV may grant special dispensation to Clubs or Affiliated Leagues and/or Associations who are in the process of upgrading their facilities in accordance with FFV's requirements.
- 3.1.4 It is the responsibility of all Clubs to ensure they provide a safe environment for their members. To minimise risk and to prevent injury, football goals are to be constructed and installed to the correct safety standards. The main areas of concern are:
  - (a) Construction of goal frames for either fixed or portable use;
  - (b) Securing and stability of the goal frame;
  - (c) Net fixings to the frame of the goal;
  - (d) The net itself.

#### 3.1.5 *Fixed Football Goals*

All football goals that are installed as a permanent structure on a football pitch must be properly secured, installed at the regulation width and height, as per the Laws of the Game, and should have no sharp edges protruding that may cause injury.

#### 3.1.6 *Portable football goals*

- (a) If a Club uses portable goals for training or competition, it must ensure that these goals conform to the current Standards Australia Handbook HB227-2003 for "Portable Football Goalposts – Manufacture, use and storage". The manufacturer of portable goals should provide the Club with a certificate of conformity. The handbook HB227-2003 can be purchased direct from the Standards Australia website <http://www.standards.com.au> as a hardcopy or PDF file.
- (b) All new portable structure must comply with the standards stipulated by Consumer Affairs Victoria. For further information refer to the website <http://consumer.vic.gov.au>.

#### 3.1.7 *Ground And Line Markings*

- (a) As a general rule and forming part of your Tenancy Agreement with the Local Council, Limil, Herbicides and other products such as 'Round Up', that can cause damage to the playing surface and more importantly are harmful to your health, are not to be used under any circumstances.
- (b) Products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses, are the only substances that should be used for line marking.

- (c) To ensure the safety of all Players, officials and spectators, any Club found in breach, will not be able to play any home matches until the breach has been rectified or FFV grants dispensation from these requirements.
- (d) A Home Club whose Match is postponed/abandoned due to the use of prohibited substances for marking their grounds (as above), will forfeit the Match and 3 points will be awarded to the opposing team. The Home Club will also incur a fine at level BR 4 for a breach of the Rules of Competition as set out in the GDT.

### ***Thirds & Masters Competition- Essential Requirements***

#### ***3.1.8 Playing Arena***

- (a) The pitch markings must fall between the following range:
  - (i) minimum length of 96 metres and maximum length of 105 metres
  - (ii) minimum width of 60 metres and maximum width of 68 metres.
- (b) The field of play must be rectangular. The pitch shall be an evenly grassed surface, marked in accordance with the Laws of the Game,
- (c) A minimum distance of 3 metres must be provided from the side lines and goal lines to the benches,
- (d) Goalposts and corner flags of approved material, colour and dimensions as per the current Laws of the Game. Corner 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,
- (e) Two covered coaches/substitutes benches, with adequate seating for 5 people.
- (f) Regardless of the external dimensions, the internal measurements must be in accordance with the Laws of the Game.

#### ***3.1.9 Players' and Match Officials' Amenities***

- (a) Two Players' (25m<sup>2</sup>) and one senior Match Officials' (20m<sup>2</sup>) lockable dressing rooms each with hot and cold water showers, and access to toilets within the building structure,
- (b) A first aid area, which is kept clean and sterile and providing basic first aid equipment.

#### ***3.1.10 Spectator Amenities***

- (a) Male and female public toilets (may be shared with Player/Match Official toilets).

### ***Thirds & Masters Competition- Preferred Requirements***

#### ***3.1.11 Playing Arena***

- (a) A pitch of 105 metres in length and 68 metres in width,
- (b) A fence around the pitch (permanent or temporarily erected for each game).

#### ***3.1.12 Players' and Match Officials' Amenities***

- (a) Four Players' dressing rooms (each minimum 25m<sup>2</sup>),
- (b) Two Match Officials' dressing rooms (minimum 20m<sup>2</sup>),
- (c) First aid room (minimum 15m<sup>2</sup>), which must be maintained in a clean and sterile condition.

### 3.1.13 *Spectator amenities*

- (a) Scoreboard,
- (b) Canteen/kiosk serving hot and cold drinks and snack foods,
- (c) Disabled toilets.

## **3.2. Technical Area**

3.2.1 Each Club must clearly mark out the Technical Area as stipulated by FIFA guidelines.

- 3.2.2
- (a) A maximum of nine 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 either a doctor or physiotherapist.
  - (c) All persons must remain seated within the confines of the Technical Area, except in special circumstances. For example, a physiotherapist or doctor entering the field of play, with the Senior Match Official's permission, to assess an injured Player.

3.2.3 The Senior Match Official may expel any person from the bench at any time as he or she sees fit. The game will not recommence until that person has left the playing field to the Senior Match Official's satisfaction.

## **3.3. Match Records (formerly Team Sheets)**

- 3.3.1
- (a) Clubs must list in the Match Record all Players taking part in a fixture and must produce the list to the Senior Match Official, 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; or
    - (ii) a Player who takes the field is not listed on the Match Record or is ineligiblethen that Player's Club will be guilty of Misconduct and may be dealt with under the FFV Grievance Disciplinary and Tribunal By-Law.

3.3.2 (a) If there is a dispute about any Player, the Senior 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 the GDT.

3.3.3 Both teams must ensure the Senior 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 Senior 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.

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

3.4.1 A Match may not start if either team consists of fewer than seven Players.

3.4.2 The Interchange Rule shall apply for all fixtures. Clubs may make any number of interchanges during the course of the Match, provided the Senior Match Official has been consulted first.

3.4.3 All substitutes must be seated within the Technical Area.

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

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

### **3.5. Ground Marshals**

3.5.1 (a) Each Home Club must provide a minimum of 2 Ground Marshals.

(b) Ground Marshals may not be younger than 16.

3.5.2 All Ground Marshals must identify themselves to the appointed Senior Match Official prior to kick-off of each fixture.

3.5.3 Ground Marshals must:

(a) be in clearly identifiable uniform,

(b) be visible at all times, and

(c) escort the Senior Match Official and Assistant Match Officials to and from the field of play at Half Time and Full Time.

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

3.5.5 FFV may increase the minimum security arrangements for any fixture at any time. FFV may increase the minimum security arrangements for any fixture at any time. The costs of such increased security arrangements will be covered by such parties as FFV sees fit.

3.5.6 A failure by a Club Associate to comply with any requirement under this rule 3.5 shall result in a fine at level BR6 under the GDT.

### **3.6. Match Balls**

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

3.6.2 At the conclusion of the game, the Senior Match Official will return the 3 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.

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

3.6.5 A failure to comply with this rule will result in a fine at level BR 2 as set out in the GDT.

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

3.7.1 *Clothing and Protective Gear*

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

(b) Teams must provide two entirely different strips to avoid any potential colour clashes on Match day. No part of the alternate playing strip (shirts, shorts & 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.

- (c) Predominantly black playing shirts will not be permitted under any circumstances.
- (d) Once nominated strips are approved by FFV, each Club's home and alternate strips will be published on the FFV website.
- (e) All teams named first on the FFV fixture shall be deemed the Home Team and will therefore play in their home strip.
- (f) 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.
- (g) 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.
- (h) A Club may be penalised pursuant to the GDT including but not limited to a fine at level BR 7 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 3.1.7.1 (for
  - (ii) a Club changes its home or alternate playing strip without FFV's prior written approval, and this change results in a Match being postponed,
- (i) Goalkeepers may wear any colour except black, provided it does not clash with either team or the Match Official
- (j) All apparel worn by Players must be made by FFV licensed manufacturers as advised by FFV from time to time.
- (k) Any failure to do so must be reported to FFV by the Match Official and an offending Club may be fined at level BR 7 under the GDT.
- (l) All Players are required to wear shin guards at all times whilst on the field of play.

### 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 Senior 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 consider wearing contact lenses, or wear spectacles that:
  - (i) are firmly secured with a sports band or adjustable strap,
  - (ii) have purpose-designed and closely fitted curled ends on the arms, or
  - (iii) are specially designed protective sports glasses constructed of plastic with rubberised cushioning and no metallic parts.

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

- 3.8.1 Each Home Club must allocate one stretcher suitable for first aid and emergency use at all fixtures. Clubs that fail to do so may be fined at level BR 1 under the GDT.
- 3.8.2 Each Club must ensure that stretchers are placed at the half way line prior to the commencement of each fixture and that they remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match.
- 3.8.3 Wooden or canvas stretchers are prohibited. Clubs must ensure their stretchers comply with current Australian Standards.
- 3.8.4 It is recommended that Clubs have a person trained in first aid present during all matches.

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

- 3.9.1 It is the responsibility of the Home Team to ensure that all final results for each respective age group and/or competition are communicated to FFV (Head Office) as follows:
  - (a) before 6:00pm every Sunday
  - (b) Clubs that make use of the online *Results Vault* to enter results have until 9.00am on the Monday immediately preceding the weekend the matches took place to enter their Club's final results.
  - (c) If a fixture is postponed or abandoned for whatever reason, the Home Club is still required to notify this fact to FFV and communicate the reasons why the game was not played.
- 3.9.2 Results of each Match may be communicated to FFV by any of the following methods:

**Telephone:** (03) 9474 1888  
**Facsimile:** (03) 9474 1899  
**Email:** [results@footballfedvic.com.au](mailto:results@footballfedvic.com.au)  
**On-line:** [football.resultsvault.com](http://football.resultsvault.com)

- 3.9.3 Clubs which fail to notify FFV of the results of any Match by the time stipulated may be fined at level BR 1 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 come from the Club's email address which is registered with FFV.
- 3.10.4 All Clubs must have an active email address

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

- 3.11.1 It is prohibited for anyone to smoke or consume alcohol within the confines of the playing barrier fence. This includes the team bench within the Technical area and anywhere on or within 5 metres of the touchline.

- 3.11.2 Clubs are responsible for ensuring that smoking and drinking alcohol are confined to legitimate public areas no closer than 5 metres from the playing field.
- 3.11.3 If any person in breach of this rule, both the individual and any Club of which that person is a member will be fined at level BR 6 and face disciplinary action under the GDT.

### **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 will be fined at level BR 6 and face disciplinary action under the GDT.

## 4. FIXTURE DETAILS

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### 4.1. Duration of Matches

#### 4.1.1 *Periods of play*

- (a) Subject to this rule all fixtures will be played over two equal periods of 45 minutes, unless agreed otherwise between the Senior Match Official and the two participating teams prior to commencement.
- (b) The Senior Match Official may cut short any Match if in the Senior Match Official's opinion playing conditions compromise Player safety or otherwise only if:
  - (i) it is line with FIFA rules; and
  - (ii) he or she has consulted with the coaches of each participating team

#### 4.1.2 *Half time interval*

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

#### 4.1.3 *Allowance for time lost*

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

#### 4.1.4 *Penalty kick*

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

### 4.2. Abandoned Matches

4.2.1 Matches in any cup or league fixture may only be abandoned by a decision of the Senior 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 Tribunal (see rule 4.2.4)

4.2.3 If less than 80 per cent of Normal Time of a Match has been played before being abandoned, the result will stand unless:

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

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 Senior Match Official it is impossible or unsafe to continue to play
- (c) the Senior Match Official determines that playing conditions have become unsafe or untenable for any reason, or
- (d) the Senior Match Official, in consultation with security staff and ground officials, determines that the conditions for Players, coaches, 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 and FFV or the Tribunal determines that one (or both) of the competing Clubs or its Club Associates were directly responsible for the abandonment then in addition to a fine at level BR 5 under the GDT one of the following outcomes may be imposed:

- (a) Match to be awarded as a “No Result”. In this situation, no points will be awarded to either team for that fixture.
- (b) Award Match result as 0-0 draw.
- (c) award result 3–0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club
- (d) Match result to stand

4.2.6 Further any Club Associate alleged to be responsible for the abandonment of a game may be guilty of Misconduct and may be subject to penalties under the 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 Matches**

4.3.1 Matches may only be postponed by the Senior Match Official or by an officer of the Competitions Department of FFV.

4.3.2 If a Match is postponed, 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 Match. Such decision is not open to appeal or review. Clubs are obliged to fulfill outstanding fixtures as determined by FFV and any Club which fails to do so will be fined at level BR 5, 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. FFV may record the result of any Match not completed within this time frame as a nil-all draw.

4.3.5 Only officers of FFV are permitted to schedule or reschedule any fixture. Any person 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 BR 5 and may be penalised under the GDT. In addition, 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.

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

- 4.4.1 FFV and/or the Senior Match Official may postpone, delay or abandon any fixture due to extreme weather conditions that may endanger participants such as but not limited to excessive heat/humidity or poor weather.
- 4.4.2 If the Senior Match Official postpones delays or abandons any fixture due to extreme weather conditions, he or she must outline the reasons in writing within 48 hours of the conclusion of the fixture.
- 4.4.3 If the temperature is 32° or above, water bottles must be made available and placed along the sidelines to enable any Player to take a drink during the course of the game. If conditions are considered extreme by the Senior 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 in the event that Thirds and Masters' League Competitions are affected by restrictions on the usage of grounds.

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

- 4.6.1 In all Thirds and Masters' 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 may 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) If one or more teams finish the championship season on the same number of points, their final position will be determined as follows:
- (i) the team with the greatest Goal Difference will finish higher.
  - (ii) if Goal Difference is the same, then the team that has scored the most Goals FOR, will be deemed to have finished higher
  - (iii) if Goal Difference is the same and Goals FOR is the same, then the final order will be determined by the results of matches played between the teams.
  - (iv) if the aggregate scores between the teams are the same, then away goals will count as double.
- (c) If one or more teams have the identical number of Championship Points, Goal Difference, Goals Scored & Conceded, and the results between the teams is the same, then those teams will be deemed to have tied.
- (d) If the final standing has a bearing on promotion or relegation to another competition, then FFV may call for a playoff, draw lots, or otherwise deal with the matter as it sees fit.

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

- 4.7.1 Clubs are obliged to participate in fixtures as determined by the FFV. Any Club which fails to do so 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 5 as set out in the GDT
- (c) if both teams refuse to play, FFV may award a NO RESULT

4.7.2 If a Club does not have sufficient Players to field a reserve and senior team, the senior team shall take priority. Failure to do so will result in a fine at level BR 5 as set out in the GDT, and the result of both the reserve and senior fixtures will be awarded 3-0 to the opposition.

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

4.8.1 Change of venues 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 five working days prior to the Match. FFV will then consider the application and notify both Clubs of its decision.

- (a) All Season fixture change requests must be submitted to FFV on the official FFV Fixture Change Request Form and signed by the appropriate Club officer, by the conclusion of Round 2 of the 2009 season
- (b) A club may request a specific fixture change after round 2 including the reasons for such request. The request must be submitted on the official FFV Fixture Change Request form and submitted 10 days prior to the fixture (eg the Friday the week previous to a Sunday fixture). Should a request be submitted any later it will only be considered after consultation with FFV Match Officials Department and the opposition club.
- (c) Any Change of fixture requests for scheduled midweek matches will only be considered after consultation with FFV Match Officials Department and opposition club
- (d) FFV's decision in regards to rescheduling of league fixtures will be final and binding on all parties and shall not be appealable.

#### **4.9. Fixture Admittance**

4.9.1 Admittance to all Thirds & Masters fixtures is free, including car parking.

## 5. MATCH OFFICIALS

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### 5.1 Match Official Fees

5.1.1 For the 2009 Season, the Match Official fees as set out in FFV website will apply:

**Please Note:** Fees may 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 Club 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 will be fined at level BR 2 and may be penalised 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 A minimum of two Assistant Match Officials shall be appointed to a fixture to assist the Senior Match Official.
- 5.2.2 If insufficient Assistant Match Officials 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.

### 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 to do so may result in that team being fined at level BR 5 under the GDT.

### 5.4. Decisions of the Senior 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 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

- 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 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 in accordance with the GDT.
- 5.5.4 The Senior Match Official must ensure Clubs do not list more than 16 Players on a Match Record for any fixture.
- 5.5.5 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.

**5.6. *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 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 may 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 any applicable interchange rule

## **6. REGISTRATION**

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The Registration Process is set out in the 2009 FFV Registration Regulations

## 7. CODES OF BEHAVIOR

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

### 7.1. General

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

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

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

### 7.2. Players' Code of Conduct

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

### 7.3. Coaches' Code of Behaviour

- (a) Remember that Players participate for the fun of it and that winning is not everything
- (b) Be reasonable in your demands on younger Players time, energy and enthusiasm
- (c) Teach your Players to abide by the rules and Laws of the Game

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

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

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

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

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

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

- (a) Applaud good play and performances from both teams, and be forward in congratulating all participants on their performance regardless of the final outcome
- (b) Respect the Match Official's decisions on the day
- (c) Condemn the use of violence in any form, be it by spectators, coaches, officials or Players
- (d) Show respect to for both teams when watching matches, because without them there would be no game
- (e) Encourage Players to follow rules and accept the decision of the Match Official
- (f) Do not intimidate, harass or use foul language towards, Players, Match Officials, Club officials or spectators