

**FOOTBALL FEDERATION VICTORIA INC.**



**FOOTBALL  
FEDERATION  
VICTORIA**

**2016 RULES OF COMPETITION  
AND  
MEN'S REGULATIONS**

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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 Competition Fixture(s) and Sanctioned Match(es) as defined in Rule 1.1.4.
- 1.1.2. If any provision of these Rules is held invalid or unenforceable by a court of competent jurisdiction then the remainder of these Rules and the application thereof shall not be affected thereby and shall continue to be valid and enforceable to the fullest extent permitted by law.
- 1.1.3. Terms defined in the FFV Constitution, 2016 FFV Registration Regulations and/or the GDT shall have the same meaning in these Rules unless otherwise stated.
- 1.1.4. In addition to Rule 1.1.3 unless the context otherwise requires, the following definitions apply:
  - a. **Abandoned** means a Competition Fixture which has commenced but has been stopped by the Match Official prior to its conclusion.
  - b. **Competition Regulations** or **Regulations** means the regulations which supplement these Rules and which apply to the competitions administered by FFV for Men's Football, Women's Football, Junior Football and Metro & Masters Football, as amended and updated by FFV from time to time.
  - c. **Club** has the same meaning as in the FFV Constitution and includes but is not limited to a Futsal Club.
  - d. **Club Associate(s) or Club Official(s)** has the meaning given to it in the GDT.
  - e. **Competition Fixture** means any match that is administered by FFV and includes matches to which FFV appoints Match Official(s).
  - f. **Cup Fixture** means any knock-out cup match, fixture or other event organized and/or administered by FFV or FFA before, after or in conjunction with a Regular Season and includes, but is not limited to, the Dockerty Cup, Westfield FFA Cup and Women's State Knockout Cup (currently the TeamApp Cup)
  - g. **Default Notice** means a notice of default issued by FFV in relation to an amount owed to FFV by a Club or a player which that Club or player has failed to pay in accordance with Rule 1.3.
  - h. **Division** means a particular grade or level of men's or women's competition within Victorian Football (e.g. Men's State League 1 or Women's State League 3 or Men's Metropolitan League 3).
  - i. **FFV** means Football Federation Victoria.

- j. **Field of Play** means:
  - (i) At an enclosed pitch the entire area within the temporary or permanent perimeter fencing; or
  - (ii) At an open pitch the entire area within 3 metres of the boundary line of the football pitch.
- k. **Final** means a Competition Fixture played to determine the final standings or champion of a specific League or competition administered by FFV.
- l. **Forfeit** means failure to participate in a Competition Fixture if the Club or Team in question has failed to notify FFV at least three (3) days prior to the Competition Fixture.
- m. **Futsal Club** means a Club which plays in a futsal competition administered by FFV.
- n. **GDT** means the FFV Grievance Discipline and Tribunal By Law (as amended from time to time)
- o. **Goal Difference** means the difference between goals scored by a Club/Team (Goals For) and goals scored against a Club/Team (Goals Against) in a match or season.
- p. **Home Club** means the Club named first in a Competition Fixture.
- q. **Host Club** means a Club which hosts one or more Competition Fixtures or Finals at its home venue, whether or not that Club participates in one of those Competition Fixtures or Finals or not.
- r. **League** (when referred to in reference to Men's or Women's football) means a particular competition within a Division (such as Men's State League 1 South East or Women's State League 3 North or Men's Metropolitan League 3 North West);
- s. **Match Official** means a match official as defined in the GDT.
- t. **Match Record** means the official log (hard copy or online) of the Competition Fixture recording all match details including participants and results.
- u. **Misconduct** has the meaning given to it in the GDT.
- v. **No Result** means recording a '0-0' score line in a Competition Fixture with no points or goals awarded to either Team. A 'No Result' is recorded as a Competition Fixture played.
- w. **Non-Participation in a Fixture** means failure to participate in a Competition Fixture having notified FFV more than three (3) days prior to the Competition fixture.

- x. **Normal Time** means the maximum length of two (2) equal periods not including added time as specified in Rule 4.1 and Table 4.1, unless any time reduction is otherwise determined in accordance with Rule 4.1.
- y. **Play Off Match** means a Competition Fixture played to determine the final standings of a League or the eligibility for promotion/relegation of a Team between Leagues.
- z. **Played** means:
  - (i) A Team has participated in a Competition Fixture.

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

- (ii) Being listed on the Match Record in a League where the interchange rule applies; or
  - (iii) Starting the Competition Fixture on or consequently being substituted onto the Field of Play in a League where the substitution rule applies.
  - (iv) If a player is originally listed on the Match Record and it is subsequently indicated on the Match Record that the player is no longer to participate in the Competition Fixture, that change must be acknowledged by signature of the senior Match Official prior to the commencement of the Competition Fixture. Failure to comply will deem the player to have Played that fixture under rule 1.1.4.z.
- aa. **Player ID Card** means the MyFootballClub generated ID card containing recent photo, date of birth, FFA number, full name and Club name for that player.
  - bb. **Postponed** means a Competition Fixture which has not commenced as scheduled.
  - cc. **Registered** means registered and eligible in MyFootballClub in accordance with the 2016 FFV Registration Regulations.
  - dd. **Regular Season** means the time and Competition Fixtures between the first and last round of the relevant competition in addition to any Play Off Match(es) required for the League in question.
  - ee. **Rule** or **Rule of Competition** means a rule set out in a clause or clauses of these 2016 Rules of Competition.
  - ff. **Sanctioned Match** means any match to which FFV appoints one (1) or more Match Official(s) but does not administer directly. This includes matches to which FFV is unable to appoint one (1) or more Match Official(s) due to availability, but a request for appointment has been made and acknowledged.

- gg. **Team** means a football team entered by a Club in a League or, in junior football (U5s to U20s) a team entered by a Club in a competition, administered by FFV.
- hh. **Technical Area** is as defined in the Venue Category Minimum Requirements set out in Schedule 3.

## 1.2. Consequences of Breach

- 1.2.1. In addition to any consequences stated in the Rules or Regulations, any proven breach of or failure to comply with an obligation or requirement set out in these Rules or Regulations may amount to Misconduct and if so shall be subject to the provisions of the GDT.
- 1.2.2. To avoid doubt, where these Rules or Regulations do not specify the consequences of a breach or failure to comply with these Rules or Regulations, such breach or failure to comply may still amount to Misconduct and if so shall be subject to the provisions of the GDT.

## 1.3. Monies Owing to FFV

### *Monies Owing By a Club*

- 1.3.1. All amounts owed by a Club to FFV must be paid within 30 days of the date of the invoice issued by FFV in relation to that amount.
- 1.3.2. If a Club fails to pay any amount owing to FFV in accordance with Rule 1.3.1, FFV may issue a Default Notice giving the Club a further 14 days to pay that amount.
- 1.3.3. If a Club fails to comply with a Default Notice issued in accordance with Rule 1.3.2, or agree to a repayment plan with FFV for the amount owed, FFV may, at its sole discretion:
- Rule that Club (or the applicable Team(s) within that Club) ineligible to earn competition points in any Competition Fixture or Sanctioned Match in which the Club (or Team) plays, until the debt is paid;
  - Suspend or expel that Club (or Team(s)) from any Competition Fixture (including Cup Fixtures) and/or FFV competitions.
  - Prohibit that Club (or Team(s)) from promotion whilst the debt remains unpaid.
  - Relegate that Club (or Team(s)) while the debt remains unpaid.
  - Deduct championship points from a Club (or Team) for the following season where the debt remains unpaid or accrues after 31 October of the relevant year.

- 1.3.4. If FFV and a Club agree to a repayment plan in relation to a debt owed by the Club to FFV and the Club fails to meet any of the terms of that payment plan by the stipulated date and time, FFV may immediately and without the need to issue a further Default Notice, impose one or more of the sanctions referred to in Rule 1.3.3 above.

#### *Monies Owing By a Player*

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

#### **1.4. Protection of Important Fixtures**

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

#### **1.5. Sanctioned Matches**

- 1.5.1. Any Club taking part in a Sanctioned Match must abide by any and all codes of conduct or codes of behavior prescribed by FFV and/or FFA from time to time, including the Codes of Behaviour attached to these Rules at Schedule 2.
- 1.5.2. By participating in a Sanctioned Match, the Club and any league or association to which that Club belongs, submits to the jurisdiction of FFV and its GDT.
- 1.5.3. Any Club or Team, association or organisation which administers or participates in any Sanctioned Match, must ensure that appropriate insurance and Work Cover arrangements are made to provide adequate and necessary coverage for their players, Match Officials, and all club associates involved in Sanctioned Matches.
- 1.5.4. Any Club or Team, association or organisation wishing to participate in any interstate or international match, tournament or event must apply in accordance with the 2016 FFV Registration Regulations, writing to the FFV MyFootballClub Team for prior approval.



- 1.5.5. All FFV Competition Fixtures take precedence over non-FFV Competition Fixtures or tournaments. Failure to fulfill FFV Competition Fixtures for a non-FFV Competition Fixture may result in disciplinary action in accordance with Rule 4.6.

## **1.6. Insurance**

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

### *Insurance of Players*

- 1.6.2. All players taking the field of play (or training) must be insured through FFV's Insurer (or as otherwise allowed by FFV). Each player's insurance premium will be collected by FFV at the time of player payment for registration via the Club Finance System (refer to the Summary of Cover as posted on the FFV Website for policy details).

### *Insurance of Club Associates and officials*

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

## **1.7. Strict Liability of Clubs**

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

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

- 1.8.1. An application for either a new Club name or the change of an existing Club name must be made by the Club in question in accordance with FFA's National Club Identity Policy as published on the FFA website.
- 1.8.2. FFV will only assess an application under Rule 1.8.1 when all relevant information has been lodged with FFV. FFV may reject an application for a new name or a change of name as it sees fit.
- 1.8.3. The reference to 'Club name' in this Rule 1.8 includes the incorporated name, registered business name and/or approved playing name of a Club.
- 1.8.4. *Process for new name application by a Club:*
- a. The Club must:

- (i) Submit on Club letterhead its request for a change of Club name or new Club name.
    - (ii) Provide full disclosure of the reasons for the requested change.
  - b. The Club name should be representative of the geographic area within which the Club is located and shall not make any reference to any ethnic name, slogan, sponsor or business or word which represents only one (1) gender. In addition, the 'name' shall not contain initials of any type that can be interpreted as non-representative of the geographic area.
  - c. The application for change of Club name or new Club name must include a minimum of three (3) proposed names that can be assessed, again with full disclosure as per Rules 1.8.4.a and 1.8.4.b.
  - d. The new Club name must not contain any part of the name of any Club in the same or immediately adjoining municipalities, excepting the following traditional generic football names:
    - United
    - Rovers
    - City
    - Old
    - Sporting
  - e. Where a change of name also involves a Club proposing to relocate to a different local government municipality the application for change of name will not be considered unless evidence is provided to FFV that there are no outstanding debts or other obligations to the former council/municipality.
- 1.8.5. FFV will not approve the relocation of a Club to a different municipality unless it is in the best interests of Victorian football in general (to be determined at the sole discretion of FFV) and no existing Club in the municipality to which the relocating Club wishes to move is materially disadvantaged (to be determined at the sole discretion of FFV).
- 1.8.6. No Club will be allowed more than one (1) incorporated name or registered business/playing name.

#### 1.8.7. *Incorporation*

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

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

- 1.9.1. Rule 1.9 is applicable to all Competition Fixtures where admission fees are charged.
- 1.9.2. Clubs that charge admission fees must hand over an admission ticket to the paying customer when the exchange of money is made.
- 1.9.3. It is the customer's responsibility to ensure that he or she retains proof of purchase.
- 1.9.4. Customers that present an authentic FFV Media Pass, FFV Season Pass, Match Official Pass or are aged 14 years or younger, will be granted free entry to Competition Fixtures and do not require an admission ticket unless otherwise communicated by FFV (for example in relation to Finals or Playoffs).
- 1.9.5. A copy of Rule 1.9 is to be displayed at the ticket box at all venues where admission fees are charged.
- 1.9.6. Paying customers will be entitled to a full refund (including car park fees) on the day of the Competition Fixture if the main Competition Fixture on the day has been postponed or abandoned prior to the conclusion of the first half of that fixture.
- 1.9.7. To be eligible to receive a full refund in accordance with Rule 1.9.6 the customer must present to the Home Club or the Host Club charging admission fees or FFV in the instance of Finals, the admission ticket (or part thereof) issued in accordance with Rule 1.9.2.

### **1.10. Security at Home Pitches**

- 1.10.1. The Home Club is responsible for providing appropriate arrangements to ensure the orderly behaviour of spectators and provide for the protection of Match Officials, players and Club Associates and officials at Competition Fixtures including but not limited to any specific requirements of FFV which are notified to the Home Club.
- 1.10.2. Each Home Club is responsible for security and/or police as directed by FFV. Ordinarily this will be wholly the responsibility of the Home Club but FFV reserves the right to require any Club involved in a Competition Fixture to meet FFV determined security requirements.
- 1.10.3. Home Clubs and Host Clubs must provide a lockable facility for all valuables of Match Officials(s). Failure to provide such a facility may result in the Home Club or Host Club not being allocated fixtures at their home ground.

- 1.10.4. Rules 1.10.1 – 1.10.3 apply to a Club's home ground or facility and any neutral ground or facility (including the State Football Centre at Darebin and the Knox Regional Football Centre) where that Club is listed as the Home Club for the purposes of a Competition Fixture to be played at the neutral ground or facility.
- 1.10.5. The Home Club or the Host Club will be held responsible if it is found that Match Official(s) do not receive all personal items back.
- 1.10.6. Each Club is responsible for the valuables of its players, and valuables that are left in change rooms are done so at their own risk.

### **1.11. Representative Teams**

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

### **1.12. Member Protection**

- 1.12.1. In order to address issues of discrimination and vilification, FFV has adopted the FFA National Member Protection Policy (**MPP**) for all FFV affiliated competition administrators, Clubs, players and Club Associates and officials. The MPP can be found by clicking the following [link](#).
- 1.12.2. FFV has partnered with the Victorian Equal Opportunity and Human Rights Commission in order to promote *Fair, Go Sport!* The aim of this project is to

eradicate discrimination, particularly against those who identify as gay, lesbian, bisexual, transgender and intersex.

- 1.12.3. FFV has partnered with VicHealth in order to promote the Bystander Intervention Program. The aim of this program is to eradicate race and ethnic based discrimination.
- 1.12.4. FFV welcomes and fosters diversity in the world game. All persons, Clubs, players, Match Officials and/or Stakeholders involved with football are mandated to promote and provide safe and inclusive environments for all.

### **1.13. Club Compliance and National Club Accreditation**

- 1.13.1. In order to be eligible to compete in FFV competitions in 2016 a Club must comply with the requirements set out by the following:
  - a. Any Club compliance program;
  - b. [FFV's Club compliance By-Law](#);
  - c. The [National Club Accreditation Scheme](#) (NCAS) criteria;
  - d. Consumer Affairs Victoria
  - e. Australian Securities and Investment Commission (as applicable).

### **1.14. Correspondence / Communication**

- 1.14.1. All correspondence by FFV to Clubs shall be deemed to have been received by Clubs:
  - a. In the case of online communication, the day on which it was published online;
  - b. In the case of email or fax communication, the time at which it was sent;
  - c. In the case of communication sent by mail, two (2) business days after such communication was posted.
- 1.14.2. Clubs must ensure that their postal mailboxes, specified email accounts and the FFV website are checked regularly, and that any information received is forwarded to the addressee or relevant parties within the Club.
- 1.14.3. All correspondence relating to Club requests, including, but not limited to; Competition Fixtures, forfeits, grading, result disputes and disciplinary matters must be made by a Club representative listed on MyFootballClub. Requests made by anyone not listed as a Club representative in MyFootballClub may not be actioned by FFV.
- 1.14.4. All Clubs must have an active email address and phone number and ensure that this address and phone number and all other relevant details are current,

up to date in MyFootballClub and checked regularly by Club Associates and/or Club Officials.

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

## 2. COMPETITION RULES

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### 2.1. General Information

- 2.1.1. All Competition Fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 2.1.2. Only Teams from FFV Clubs, country affiliates or representative Teams may enter FFV competitions.
- 2.1.3. If a Team is withdrawn on or before the point of the season at which all Teams have played each other once, a 'BYE' will be inserted to replace the withdrawn Team in the fixture, and all championship points along with goals scored (for & against) for that Team will be erased. All Best & Fairest or Gold Medal votes gained in Competition Fixtures involving the withdrawn Team will also be erased.
- 2.1.4. If a Team is withdrawn after the point of the season at which all Teams have played each other an equal number of times, a 'BYE' will be inserted for the remainder of the season to replace the withdrawn Team in the fixture, and:
  - a. all championship points along with goals scored (for & against) for:
    - i. Competition Fixtures involving the withdrawn Team up to the point of the season at which all Teams have played each other an equal number of times will remain.
    - ii. Competition Fixtures involving the withdrawn Team after the point of the season at which all Teams have played each other an equal number of times until the time the Team withdrew, will be erased.
  - b. All Best & Fairest or Gold Medal votes gained in:
    - i. Competition Fixtures involving the withdrawn Team up to the point of the season at which all Teams have played each other an equal number of times will remain.
    - ii. Competition Fixtures involving the withdrawn Team from the point of the season at which all Teams have played each other an equal number of times until the time the Team withdrew, will be erased.
  - c. For the avoidance of doubt, FFV may consider forfeited matches as Played for the purposes of Rule 2.1.4.
- 2.1.5. If a Team withdraws prior to the start of the Regular Season and cannot be replaced, a "BYE" will be inserted into the fixture or the fixture may be amended to accommodate the new number of Teams.
- 2.1.6. If a Team withdraws from a league involving fewer than 9 Teams or greater than 10 Teams, additional Competition Fixtures may be added or removed to ensure all Teams play an equal number of Competition Fixtures during the

Regular Season. Competition Fixtures will be preferentially scheduled to the catch up round before being scheduled mid-week.

2.1.7. FFV may alter Competition Fixture kickoff times as it deems necessary.

## **2.2. Player Eligibility**

2.2.1. A player is eligible to play in his or her Team provided:

- a. he or she has been registered in line with FFA and FFV Registration Regulations;
- b. all registration fees for the player have been received by FFV, subject to Rule 2.2.2;
- c. he or she is not under suspension by FFV/FFA;
- d. he or she meets the competition's age group and gender rules where applicable and subject to any dispensation granted by FFV (refer to relevant FFV Regulations);
- e. he or she is listed on the Match Record;
- f. he or she presents a current Player ID Card upon request to the Match Official prior to participation by that player (i.e. taking the field) in the Competition Fixture, where that competition requires ID cards;
- g. he or she meets competition requirements for Finals or Play Off Matches.

2.2.2. At FFV's discretion, Clubs/players may be given dispensation from Rule 2.2.1.b for Cup Fixtures which take place prior to the commencement of the Regular Season.

2.2.3. If there is a dispute about a player(s) eligibility on the day of a Competition Fixture, the Match Official must note the details of that dispute and send those details to FFV together with an incident report. No Club or Match Official may prevent a player from taking the field in an Competition Fixture on suspicion of ineligibility, unless that player is unable to present an ID Card in accordance with Rule 2.2.1.f.

## **2.3. Gender Rules**

2.3.1. Females who turn 14 or above in the 2016 calendar year may play in their equivalent age group of male competitions provided they first obtain approval in writing from FFV. Supporting documentation from parent(s), guardian(s), coaches and other Club Associates or officials may be required by FFV in support of such request.

2.3.2. Females who are under the age of 14 for the whole of the 2016 calendar year may play in their equivalent age group of male competitions without the prior approval of FFV.



- 2.3.3. Males may only play in female competitions in accordance with the *Equal Opportunities Act 2010*, namely if the player in question is under 12 years of age and seeks to play in a Team or Competition for which they are age eligible.

### 3. FIXTURE REQUIREMENTS

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#### 3.1. Facilities/Pitch Arrangements

3.1.1. It is the responsibility of all Clubs to:

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

**Table 3.1 – Minimum Class of Facility Required for all Leagues**

<b>League</b>	<b>Minimum Class of Facility Required</b>
Men's State League 1, 2, 3 & 4	C
Men's State League 5	D
Men's Metropolitan League and Metropolitan Masters League	D
Women's State League 1 (WSL1)	C
Women's State Leagues 2-4 (WSL2, WSL3, WSL4)	D
Junior Competitions & all other competitions	D

- 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
    - iii. any local laws including gaming and liquor license legislation
- 3.1.2. FFV's minimum requirements for all Facilities Standards are set out in Schedule 3.
- 3.1.3. A Club which advises FFV prior to commencement of a Regular Season that it cannot provide facilities in accordance with Rule 3.1 or which, during the

course of the season, has facilities which are found by FFV to not comply with these requirements may:

- a. Have its home fixtures moved to an alternate venue or forfeit those home fixtures if a move to an alternate venue is not possible in FFV's opinion.
  - b. be required by FFV to advise what steps the Club will take to ensure that it can meet its facility requirements and may be relegated to such Division as FFV deems appropriate.
  - c. have Team(s) withdrawn from competition during the current Regular Season.
- 3.1.4. At the discretion of FFV, a Club which fails to meet its facility requirements under Rule 3.1 may be relegated to a lower Division in the following season.
- 3.1.5. FFV may in its sole discretion upon written request grant a temporary dispensation from compliance with Rule 3 to a Club which:
- a. is in the process of upgrading its facilities to meet FFV's requirements; or
  - b. due to circumstances beyond its reasonable control the Club cannot comply with FFV's requirements; or
  - c. has satisfied FFV that the Club is taking all reasonable steps to ensure compliance with FFV's facility requirements.
- 3.1.6. FFV will not grant dispensation under Rule 3.1 from compliance with any requirement that relates to matters of safety or legislative compliance.

## **3.2. The Technical Area**

- 3.2.1. A maximum of nine (9) persons are permitted to be within the Technical Area at any given time during a Competition Fixture. Those persons may only include the coach and assistant coach, the Team manager, the substitutes and a registered health practitioner, sports trainer or accredited first aider.
- 3.2.2. Subject to Rule 3.2.4, all persons must remain seated within the confines of the Technical Area, except in special circumstances e.g. a physiotherapist or doctor entering the field of play, with the Match Official's permission, to assess an injured player.
- 3.2.3. Players may leave the Technical Area to warm up, provided it does not interrupt the view of any Match Official.
- 3.2.4. Only one (1) person may stand up at one (1) time within the Technical Area. It is the Home Club's responsibility to provide sufficient seating for both Clubs in the respective technical areas.
- 3.2.5. All persons within the Technical Area must be wearing colours that clearly distinguish them from all players and Match Officials on the field of play e.g. a bib, jackets.

- 3.2.6. The Match Official may expel any person from the Technical Area at any time as he or she sees fit. The Competition Fixture will not recommence until that person has left the Technical Area and Field of Play to the Match Official's satisfaction.
- 3.2.7. A player or Club Associate who is under suspension must not be present in the Technical Area.

### **3.3. Match Records**

- 3.3.1. Clubs must list on the Match Record all players taking part in a Competition Fixture and must produce to the Match Official a Match Record not less than 30 minutes before the commencement of any FFV Competition Fixture.
- 3.3.2. A Club will be guilty of Misconduct if:
  - a. any player listed on the Match Record is Ineligible in accordance with either these Rules or the GDT;
  - b. More than 16 players are listed on the Match Record.
- 3.3.3. A representative from each Team must sign the Match Record at the conclusion of the Competition Fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- 3.3.4. If a Club disagrees with any of the details on a Match Record (either its own or the opposition's), the Club must sign and indicate any disputed information by circling the detail in question. Only the following information can be disputed:
  - a. Goal Scorers;
  - b. Red and Yellow Cards;
  - c. Final score; or
  - d. Player eligibility.
- 3.3.5. Disputes will only be investigated if the following evidence is submitted:
  - a. Full Match Record;
  - b. Video and/or photographic evidence;
  - c. Statutory Declaration(s); and
  - d. Any other information accepted from the Club at the discretion of FFV.
- 3.3.6. Match Records will only be amended if FFV is satisfied that the information disputed is proven beyond reasonable doubt. FFV's decision is final in this regard and is not appealable.

- 3.3.7. Once signed by all parties at the conclusion of the Competition Fixture, each Club must make a copy of its Match Record available to the opposing Team.
- 3.3.8. Failure to list the shirt number, full name and FFA ID number for each player, or adding players to the Match Record after submission to the Match Official (and without the Match Official's permission), may result in Misconduct under the GDT.

### 3.4. Ground Marshals

- 3.4.1. Each Club must provide the number of marshals (Ground Marshalls) directed by FFV.
- 3.4.2. Ground Marshals must:
  - a. be at least 18 years old and provide the Match Official with their name;
  - b. be in a clearly identifiable uniform;
  - c. be visible from the Field of Play at all times;
  - d. escort the Match Official(s) to and from the change rooms and the Field of Play at the commencement of the Competition Fixture, at half time and at full time; and
  - e. where required, assist the Match Officials(s) to ensure a safe playing environment for all players, Club Officials and spectators.
- 3.4.3. Match Officials must not leave their dressing rooms to enter the Field of Play or return to their rooms from the Field of Play until the identifiable Ground Marshals are present.

**Table 3.4 – Minimum Number of Ground Marshals for all Competition Fixtures**

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

- 3.4.4. FFV may vary the minimum Ground Marshal requirements for any Competition Fixture at any time.
- 3.4.5. Each home and away Club is required to provide 50% of the required Ground Marshals for each Competition Fixture, failure to do so may result in Misconduct under the GDT.

### 3.5. Player's Strip/Apparel

#### 3.5.1. Clothing and Protective Gear

- a. All Teams must nominate a 'Home' playing strip. The Club's 'Home' playing strip must be entered into FFV's online competition management system (Fox SportsPulse) at least 10 days prior to Round 1 of the Regular Season or the Club in question may result in a penalty under the GDT.
- b. Predominantly black playing shirts will not be permitted under any circumstances.
- c. The Home Club in each Competition Fixture is required to wear their nominated 'Home' playing strip.
- d. In the instance of a strip clash between the home and away Team as determined by the Match Official, the away Team is required to provide a sufficiently alternate playing strip.
- e. The purpose of Rule 3.5 is to ensure that the two Clubs wear playing strips that distinguish them from each other and also the Match Officials. Clubs and Match Officials should refer to the following table to determine whether or not a strip clash exists. The table lists which items of the strip are permitted to clash for different Leagues:

**Table 3.5 – Clashes and Permissions**

	<b>NPL</b>	<b>MSL</b>	<b>WSL</b>	<b>Juniors</b>	<b>Metro &amp; Masters</b>
<b>Playing Shirt</b>	No Clash Permitted	No Clash Permitted	No Clash Permitted	No Clash Permitted	No Clash Permitted
<b>Shorts</b>	No Clash Permitted	Clash Permitted	Clash Permitted	Clash Permitted	Clash Permitted
<b>Socks</b>	No Clash Permitted	No Clash Permitted	No Clash Permitted	Clash Permitted	Clash Permitted

- f. Bibs are not permitted to be worn in any Competition Fixture.
- g. All playing shirts must have a visible number on the back of the shirt.
- h. All playing numbers displayed on shirts must be unique within the Team.
- i. A Club may be penalised in accordance with Rule 4.6 if:
  - (i) a Competition Fixture does not commence due to an inability to resolve a clash of strips, and it can be established that such Club or Team did not comply with Rule 3.5.1.d, or
  - (ii) a Club changes their home playing strip without notifying FFV Competitions via [competitions@ffv.org.au](mailto:competitions@ffv.org.au) by no later than three days

prior to Competition Fixture, and this change results in a FFV Competition Fixture being postponed as a result of a strip clash.

- j. Goalkeepers may wear any colour except black, provided their strip does not clash with either Team or the Match Official.

#### 3.5.2. Eyewear

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

### 3.6. Stretchers / First Aid

3.6.1. Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use, as outlined in Schedule 3, at all Competition Fixtures.

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

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

### 3.7. Smoking / Drinking at League Venues

3.7.1. It is prohibited for anyone to smoke or consume alcohol within the confines of the Field of Play.

3.7.2. Clubs are responsible for ensuring that smoking and drinking alcohol are confined to licensed and permitted areas. Clubs should be familiar with and refer to State legislation regarding new smoking laws.

### 3.8. National Flags, Slogans & Emblems

3.8.1. Clubs must comply at all times with the [FFA National Club Identity Policy](#).

3.8.2. It is strictly prohibited to display any national flags, slogans, emblems or other material, with the exception of the Australian flag or emblem, at any Competition Fixture.

3.8.3. It is strictly prohibited to incorporate any national flag other than the Australian flag, slogans or emblems on any part of the players' attire or any uniform worn by Club officials.

3.8.4. All Clubs must have the prior written approval of FFV before introducing or incorporating any design, emblem or slogan onto any Club logo or name, product or medium, including but not limited to playing strips, promotional material, Club letterhead, banners, advertisements, public announcements, website or any other form of communication.

3.8.5. FFV may require the immediate removal of any offending material at any time.

### **3.9. Lighting Standards**

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

## 4. FIXTURE DETAILS

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### 4.1. Duration of FFV Competition Fixtures

#### 4.1.1. Periods of Play

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

**Table 4.1 – Duration of Normal Time across Age Groups**

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

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

#### 4.1.2. Commencement Time

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



- (i) In the case where only one (1) Team is not ready, that the offending Team has forfeited the Competition Fixture.
  - (ii) In a case where both Teams are not ready, postpone the Competition Fixture. FFV may subsequently determine that this Competition Fixture is to be recorded as a 'no result'.
- c. In a case where both Teams and the Match Official agree, the Competition Fixture may commence up to 30 minutes after the scheduled kick off time, provided it does not delay the kick off of subsequent Competition Fixtures either at that venue or to which the Match Official is also appointed on that day.

#### 4.1.3. *Half Time Interval*

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

## **4.2. Abandoned Competition Fixtures**

- 4.2.1. Competition Fixtures may only be abandoned by a decision of the Match Official.
- 4.2.2. The Competition Fixture may be abandoned for any, but not limited to, the following reasons:
- a. any Team has its playing numbers reduced for any reason below the minimum FIFA requirement of seven (7) players;
  - b. the lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;
  - c. the Match Official determines that playing conditions have become unsafe or untenable for any reason; or
  - d. the Match Official, in consultation with security staff and ground marshals where applicable, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason.
- 4.2.3. If a Competition Fixture is abandoned due to a matter set out in Rule 4.2.2 FFV may determine one of the following outcomes of the Competition Fixture at its absolute and sole discretion:
- a. If 80 per cent or more of Normal Time of a Competition Fixture has been played then the score at the time of abandonment may stand. 'played' in the context of this Rule will be determined by FFV with reference to the Match Official.

- b. Competition Fixture to be replayed in full.
- c. Competition Fixture to be awarded as a 'No Result'.
- d. Competition Fixture result is 0-0.
- e. Competition Fixture result is 3-0 to the non offending Team unless the score at the time of abandonment was greater and in favour of the non-offending Team, in which case the greater result will stand. In determining what is a 'greater' result, FFV will give preference to goals FOR in the first instance (i.e. 4-1 will be considered a 'greater' result than 3-0).
- f. Competition Fixture to be replayed from the time at which the original Competition Fixture was abandoned. In the event a Competition Fixture is replayed in accordance with this Rule:
  - a. The score at the time of the abandonment remains the score at the time the Competition Fixture recommences; and
  - b. Only players listed on the Match Record for the initial Competition Fixture between the two sides will be eligible to compete in the recommenced Competition Fixture, unless FFV determines that additional players are eligible (for example, in the case of player injury or availability); and
  - c. FFV will determine what, if any, further substitutions are allowed by each Team during the recommenced Competition Fixture, giving consideration to the number of substitutions made in the Competition Fixture before it was originally abandoned (including which players may take the Field of Play or be substituted on).
- g. Competition Fixture result to stand.

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

4.2.5. When a Competition Fixture is abandoned, all Match Officials are entitled to receive 100% of their normal match fee.

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

4.3.1. Competition Fixtures may only be postponed by the Match Official or by FFV competitions staff.

4.3.2. Competition Fixtures may only be rescheduled by FFV taking into consideration relevant circumstances including but not limited to the scheduling of Cup Fixtures.

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

- 4.3.4. FFV will determine the new time and date for the playing of a postponed/rescheduled Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled Competition Fixture as determined by FFV and any Club which fails to do so will automatically forfeit the Competition Fixture and may face action under the GDT.
- 4.3.5. Any postponed or abandoned Competition Fixture that requires rescheduling will be rescheduled to the next available catch-up round. Only when all catch-up rounds have been exhausted, or upon the written agreement of both Clubs, will Competition Fixture be played midweek.
- 4.3.6. Any Competition Fixture scheduled by FFV to be replayed must be completed by no later than one (1) week after the conclusion of the Regular Season unless otherwise approved or directed by FFV in writing. FFV may record the result of any Competition Fixture not completed within this time frame as a 'No Result'.
- 4.3.7. Any Club Associate or Club found guilty of rearranging a Competition Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be subject to Misconduct under the GDT. FFV may also record the final score of any such Competition Fixture as a 'No Result'.
- 4.3.8. When a Competition Fixture is postponed, all appointed Match Officials are entitled to receive 50% of their normal match fee if the Match Official was present at the venue when the Competition Fixture was postponed. Match Officials may not claim more than one (1) postponed match fee from one venue on one day.
- 4.3.9. In the event of a postponed or abandoned Competition Fixture which is required to be replayed, Clubs may, within five (5) business days from the originally scheduled Competition Fixture, arrange an alternate date and venue. The date must fall within the Regular Season. Both date and venue must be approved by FFV. If no venue and date is approved by FFV, the Competition Fixture will be rescheduled at FFV's discretion.

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

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

- c. abandon the Competition Fixture, if in his or her opinion it is unsafe to continue.

#### 4.5. Match Points

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

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

4.5.2. FFV reserves the right to record any Competition Fixture as a 'No Result' if the circumstances require or as a result of a breach of these Rules.

4.5.3. At the end of the Regular Season, all Teams will be ranked from highest to lowest by virtue of the total number of match points received.

4.5.4. If more than one (1) Team finishes the Regular Season on the same number of points, their final position will be determined as follows:

- a. The Team with the greatest Goal Difference will finish higher.
- b. If Goal Difference is the same, then the Team that has scored the most goals FOR will be deemed to have finished higher.
- c. If Goal Difference is the same and goals FOR is the same, then the final order will be determined by the aggregate results of Competition Fixtures played between those Teams for the current season (excluding Cup Fixtures).
- d. if the aggregate scores between the Teams are the same, then AWAY goals will count as double.

4.5.5. If more than one (1) Team has the identical number of match points, Goal Difference, goals FOR & AGAINST, and the results between the Teams is the same, then those Teams will be deemed to have tied.

4.5.6. If the final standing in any League is affected by a tie in accordance with Rule 4.5.5 so that it has a bearing on promotion or relegation to another League, Finals or Playoffs, then FFV may fixture a Play Off Match between those Teams in accordance with these Rules to separate them.

#### 4.6. Non-Participation in a Competition Fixture

4.6.1. Clubs/Teams are obliged to participate in all Competition Fixtures. Any Club/Team which fails to do so may be subject to Misconduct under the GDT.

- 4.6.2. If both Clubs/Teams refuse to play or are not ready to commence the Competition Fixture as scheduled (refer to Rule 4.1.2.b.ii.), FFV may award a 'No Result'.
- 4.6.3. In the event of forfeit without adequate notification to FFV, the payment of any Match Official fees is entirely (100%) the responsibility of the non-participating Club. The payment will be shared (50%) if both Clubs do not (or are not ready to) participate in the Competition Fixture.
- 4.6.4. Non-participation and forfeit fines for specific competitions may be altered by FFV provided that they are implemented throughout the competition.
- 4.6.5. When insufficient players are available for a Competition Fixture a senior Team within a Club must take priority over a reserve Team. Failure to field either Team will be subject to penalties under the GDT.
- 4.6.6. Any Team which fails to participate in three (3) Competition Fixtures within a Regular Season may be removed from its League at FFV's discretion.
- 4.6.7. If a Club's reserves Team fails to participate in three (3) Competition Fixtures, FFV may, at its discretion, remove the Club's senior Team from its League during the Regular Season.

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

##### *4.7.1. Change of Venue Requests*

- a. Change of venue requests may only be made on the basis of perceived unplayable pitch or venue conditions, or to relocate a Competition Fixture to an improved facility.
- b. A written request, including booking confirmation, to relocate a Competition Fixture to an improved facility must be received by FFV no less than 14 days prior to the scheduled Competition Fixture. FFV shall consider factors such as maintaining kick off times, relative distance to travel and the quality of the facility and playing surface when considering such requests. Any request that involves a change to kickoff times or dates will be subject to Rule 4.7.2.
- c. Any change request based on deteriorating pitch or venue conditions may be considered within the 14 day period prior to the Competition Fixture at the discretion of FFV.

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

- a. FFV will consider fixture changes if the request is received no less than 14 days prior to the fixture with written consent provided to FFV by Club Officials of both Clubs. Exemptions may be granted for Rounds 1-3 (and 4-5 for Leagues which have been subject to regrading).

- b. No date or time change request will be accepted for the final round of any Men's or Women's State League fixture.
- c. Scheduled FFV competition catch-up and Cup Fixture rounds will only be used in the case of postponed or abandoned Competition Fixtures.
- d. Exemption from Rule 4.7.2.c may only be made if;
  - (i) a request is made in accordance with Rule 4.7.2.a; and
  - (ii) five (5) days prior to the catch-up or Cup Fixture round neither Club is involved in any other Competition Fixture being played in that catch-up or Cup Fixture round.

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

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

## 5. MATCH OFFICIALS

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### 5.1. Match Official Fees

- 5.1.1. FFV will endeavour to appoint a Match Official to each Competition Fixture, subject to availability and applicable fixture schedule.
- 5.1.2. 2016 Match Official fees are set out on the FFV website and will apply for the duration of the Regular Season, although are subject to change at any time.
- 5.1.3. Unless otherwise stated in the Competition Regulations, payment in cash or cheque of all Match Official fees must be made by the Home Club on the day of the Competition Fixture.
- 5.1.4. If payment is made by cheque, and that cheque is subsequently dishonoured, the Club will be invoiced for the outstanding amount plus any costs reasonably incurred by FFV as a result of the cheque being dishonoured.
- 5.1.5. If a Competition Fixture is abandoned or postponed, all Match Officials are entitled to receive match fees in accordance with Rules 4.2.5 and 4.3.8 respectively.

### 5.2. Assistant Match Officials

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

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

- 5.3.1. If the Match Official fails to honour his or her appointment, the next most senior Match Official (**Replacement**) will take charge of the Competition Fixture.
- 5.3.2. If the Match Official is late arriving at a Competition Fixture, the Replacement will take charge until the Match Official is ready to take over.
- 5.3.3. If no registered Match Official is present to act as the Replacement ten (10) minutes prior to the Competition Fixture, both Clubs shall agree on a person to act as the Match Official for the Competition Fixture, or until the appointed Match Official arrives. If, by the scheduled kick off time, no agreement can be reached, the Home Club must appoint a person to act as the Match Official for the Competition Fixture.
- 5.3.4. If a Competition Fixture does not kick off within 15 minutes of the scheduled kick off time due to the absence of a Match Official, the Home Club will forfeit the Competition Fixture.

5.3.5. All Clubs must fulfill all Competition Fixtures, regardless of whether or not the FFV appointed Match Official is present to take charge. Failure to do so may result in a penalty under the GDT.

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

5.4.1. The decisions of the Match Official(s) about any fact connected with play are final and cannot be disputed by any party.

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

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

#### **5.6. Match Records and Misconduct Reports**

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

5.6.2. Match Records must be:

- a. submitted by the Match Official to FFV in relation to all Men's and Women's State League Competition Fixtures (seniors and reserves); and
- b. retained by all Match Officials and Clubs in relation to each Competition Fixture for a minimum of 2 years from the end of the Regular Season in which the Competition Fixture took place, and a copy submitted to FFV if requested.

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

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

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

5.7.1. The Match Official must ensure that any player who suffers an injury or wound which results in the loss of blood leaves the pitch immediately for the purpose of receiving medical attention and for the safety of other players.

5.7.2. The Match Official may allow the injured player to rejoin the Competition Fixture only after the Match Official is satisfied that the injury or wound has been safely covered and contained.



- 5.7.3. If a player's uniform or attire has blood on it, the Match Official may require the player to change his or her attire before rejoining the Competition Fixture.
- 5.7.4. If the injured player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the Match Official may allow the player to wear an alternative numbered, or blank, playing shirt.

## 6. REGISTRATION

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6.1. The Registration Process is set out in the [2016 FFV Registration Regulations](#).

## 7. CODES OF BEHAVIOUR

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

## 8. MINIMUM REQUIREMENTS OF EACH VENUE CATEGORY

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Please refer to **Schedule 3** for all Venue Category Minimum Requirements

## 9. FOOTBALL LIGHTING POLICY & REQUIREMENTS

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

## SCHEDULE 1 - 2016 MEN'S COMPETITION REGULATIONS - MEN'S STATE LEAGUES

### 10. COMPETITION STRUCTURE

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#### 10.1. General Information

10.1.1. These Regulations shall apply to all men's senior and reserve grade fixtures within the following metropolitan FFV competitions.

League Name	Abbreviation	Number of Teams	Supporting League
Men's State League 1 North-West	MSL1NW	12	Reserves
Men's State League 1 South-East	MSL1SE	12	Reserves
Men's State League 2 North-West	MSL2NW	12	Reserves
Men's State League 2 South East	MSL2SE	12	Reserves
Men's State League 3 North-West	MSL3NW	12	Reserves
Men's State League 3 South East	MSL3SE	12	Reserves
Men's State League 4 East	MSL4E	12	Reserves
Men's State League 4 North	MSL4N	12	Reserves
Men's State League 4 South	MSL4S	12	Reserves
Men's State League 4 West	MSL4W	12	Reserves
Men's State League 5 East	MSL5E	6 – 22	Reserves
Men's State League 5 North	MSL5N	6 – 22	Reserves
Men's State League 5 South	MSL5S	6 – 22	Reserves
Men's State League 5 West	MSL5W	6 – 22	Reserves

10.1.2. Subject to these Rules and Regulations at the end of the Regular Season, including any Finals or Play Off Matches, the final standings of each League will determine which Clubs have earned the right to be promoted or relegated between Divisions. A Club that earns the right to be promoted shall only be promoted for the following season provided it:

- a. has no outstanding debts to FFV;
- b. has complied with any Rules or Regulations for Clubs participating in the relevant League or Division including but not limited to those relating to facility and pitch requirements by the date proscribed by FFV from time to time; and
- c. is not otherwise in breach of these Rules and Regulations or any other requirements of FFV.

10.1.3. All senior and reserves Teams will play on the same day with all reserve Competition Fixtures played as a curtain raiser to the senior Competition Fixture on that day, unless otherwise determined by FFV.

- 10.1.4. Subject to Regulation 10.1.5, no Club may enter more than one (1) Team (including reserves) in Men's State League competitions.
- 10.1.5. Melbourne University Soccer Club is permitted to field two different Teams in the Men's State League competitions (under the names Melbourne University Soccer Club and University of Melbourne Soccer Club) provided that:
- a. Those Teams are not be permitted to compete in the same League;
  - b. Should one of those Teams cease to participate in Men's State League competitions (for any reason), that Team will not be permitted to re-enter Men's State League competitions without first establishing a Club independent of Melbourne University.
  - c. Once a player plays one (1) Competition Fixture for one (1) of the Teams fielded by either Melbourne University Soccer Club or University of Melbourne Soccer Club during a Regular Season, that player will immediately become ineligible to play for the other Team during that Regular Season (including Play Off and Finals matches).
- 10.1.6. To be eligible to participate in senior men's competitions run by FFV, players must be 15 years of age (or older) as at 1 January 2016, unless an application to FFV for exemption from Regulation 10.1.6 is made by the player's Club on behalf of a player and is accepted by FFV.
- 10.1.7. An application made under Regulation 10.1.6 must meet the following minimum criteria:
- a. The player must have represented Victoria in the 2015 season;
  - b. The application must be supported by a signed letter from the player's Club supporting the application;
  - c. The application must be supported by a signed letter from the player's State Team coach;
  - d. The application must be supported by a signed letter of consent from the player's parent or guardian supporting the application; and
  - e. The Club/player must provide FFV with any further information requested.
- 10.1.8. An application made under Regulation 10.1.6 will be considered by the FFV Technical Director. FFV has sole discretion in relation to any application made under that Regulation.

## 10.2. Victorian Men's State Leagues

- 10.2.1. All Clubs participating in Divisions 1-5 of the Victorian Men's State Leagues must field a senior Team and a reserves Team.
- 10.2.2. By the commencement of the 2016 Regular Seasons for the competitions listed in sub-paragraphs a – e below, all Clubs participating in Divisions 1-3 of the Victorian Men's State Leagues must field and maintain not less than three (3) additional teams in FFV competitions (other than their senior men and reserves Teams). Those Teams can be fielded in any of the following Leagues (or a combination thereof):
- a. MiniRoos (Under 7s – U11s)
  - b. Juniors (Under 12s- U20s)
  - c. Senior Women's (Women's State Leagues)
  - d. Metropolitan; or
  - e. Metropolitan Masters
- 10.2.3. A Club which fails to comply with Rule 10.2.2 will:
- a. not be eligible for promotion at the end of the 2016 Regular Season; and
  - b. be subject to relegation from its current Division at the discretion of FFV.
- 10.2.4. All Men's State League Teams in all Divisions will play each other on a home and away basis over 22 Rounds unless otherwise determined by FFV.
- 10.2.5. MSL1 Competition Fixtures will be played on Friday, Saturday, Sunday or Mondays. FFV may schedule MSL1 Competition Fixtures on other days as it deems necessary in the circumstances.
- 10.2.6. MSL2-5 Competition Fixtures will be played on Friday, Saturday or Mondays. FFV may schedule MSL2-5 Competition Fixtures on other days as it deems necessary in the circumstances.
- 10.2.7. Friday or Monday night Competition Fixtures:
- a. may not kick off earlier than 6.30pm (reserves) or 8.30pm (seniors), unless either Competition Fixture has been rescheduled according to Rule 4.3.; and
  - b. cannot be scheduled if the distance between the home venues of the two (2) Teams exceeds 50km, unless upon written agreement of the two (2) Teams in question or as determined by FFV at its absolute and sole discretion.
- 10.2.8. Saturday Competition Fixtures may not kick off earlier than 12.45pm (reserves) or 3.00pm (seniors), unless either Competition Fixture has been rescheduled according to Rule 4.3.



- 10.2.9. Saturday Competition Fixtures may not kick off later than 6.30pm (reserves) or 8.30pm (seniors), unless either Competition Fixture has been rescheduled according to Rule 4.3.
- 10.2.10. The applicable kick off times for Saturday Competition Fixtures apply to any Competition Fixtures held on public holidays.
- 10.2.11. The Team finishing top of each League at the conclusion of the Regular Season will be crowned Champion and the second placed Team Runner-up.
- 10.2.12. All promotion and relegation Regulations outlined below are based on the continuation of the current FFV competition structure for Victorian Men's State Leagues. FFV reserves the right to alter any competition structure for the following Regular Season. Any vacancy created as a result of such a restructure will be filled in accordance with these Rules and Regulations.
- 10.2.13. All Victorian Men's State League Clubs are required to enter and participate in the Westfield FFA Cup and upon qualification the Dockerty Cup Semi Finals and Final. Failure to comply with Rule 10.2.13 may result in a Club facing a penalty or other sanction for Misconduct under the GDT.

### **10.3. Promotion and Relegation**

- 10.3.1. Those Clubs finishing in 11<sup>th</sup> and 12<sup>th</sup> position of each League (NW and SE) of MSL1 may be relegated to MSL2 in the following season.
- 10.3.2. The Champions and Runners-up of each League (NW and SE) of MSL2 may be promoted to MSL1 in the following season.
- 10.3.3. Those Clubs finishing in 11<sup>th</sup> and 12<sup>th</sup> position of each League of MSL2 (NW and SE) may be relegated to MSL3 in the following season.
- 10.3.4. The Champion and Runner-up of each League of MSL3 (NW and SE) may be promoted to MSL2 in the following season.
- 10.3.5. Those Clubs finishing in 11<sup>th</sup> and 12<sup>th</sup> position of each League of MSL3 (NW and SE) may be relegated to MSL4 in the following season.
- 10.3.6. The Champion of each League of MSL4 (N, S, E and W) may be promoted to MSL3 in the following season.
- 10.3.7. The Clubs finishing in 10<sup>th</sup> position of each League of MSL3 (NW and SE) shall play the winners of the MSL4 Runners-Up Play Off Matches referred to in Regulations 10.3.8 and 10.3.9.
- 10.3.8. The Runner-Up of MSL4 North shall play against the Runner-Up of MSL4 West. The winner will advance to play the 10<sup>th</sup> placed Club of MSL3 North-West.
- 10.3.9. The Runner-Up of MSL4 South shall play against the Runner-Up of MSL4 East. The winner will advance to play the 10<sup>th</sup> placed Club of MSL3 South-East.

- 10.3.10. The winners of the Competition Fixtures referred to in Regulations 10.3.7 may remain/be promoted to MSL3 in the following season.
- 10.3.11. Those Clubs finishing in 11<sup>th</sup> and 12<sup>th</sup> position of each League of MSL4 (N, S, E and W) may be relegated to MSL5 in the following season.
- 10.3.12. The Champion and Runner-up of each League of MSL5 (N, S, E and W) may be promoted to MSL4 in the following season.
- 10.3.13. There may be relegation from MSL5 in the event of an increase in Teams necessitating the creation of a Men's State League 6 Division. Teams relegated to MSL6 will be determined by their previous season's final standings
- 10.3.14. A Club promoted or relegated in accordance with Regulation 10.3 will not automatically be promoted or relegated into the corresponding League in the Division above or below. For example, a Club promoted from MSL5E will not automatically be promoted to MSL4E. Decisions regarding League positioning will be made by FFV at its discretion and in the best interests of League and Division structures for the following season.
- 10.3.15. Match Official match fees for Men's State League Play Off Matches and Finals are to be shared by the two competing Clubs/Teams, unless one of the competing Clubs is the Host Club in which case the Host Club will pay the Match Official fees.

#### **10.4. Vacancies in Victorian Men's State Leagues**

- 10.4.1. From time to time vacancies are created in Men's State League Divisions due to:
- a. A Team withdrawing from a MSL Division or League;
  - b. A Team being expelled from a MSL Division or League;
  - c. A Team being deemed ineligible for promotion as a result of a breach of these Rules and/or Regulations;
  - d. A Team being relegated as a result of a breach of these Rules and Regulations;
  - e. Other reasons from time to time.
- 10.4.2. If a vacancy is created in a Men's State League Division prior to the commencement of the Regular Season (whether that vacancy is created during the previous Regular Season or in the 'off-season' prior to the commencement of the Regular Season in question), that vacancy will be offered to Clubs in accordance with the priority set out in Regulations 10.4.3 and 10.4.4.
- 10.4.3. Vacancies created in accordance with Regulations 10.4.1 and 10.4.2 will be filled in the following order of priority:

- a. The highest finishing Team which is to be, or has been, relegated in accordance with these Regulations from the Division in which the vacancy arises;
  - b. If applicable, the highest finishing loser of the Play Off Final matches referred to in Regulation 10.3.7, followed by the remaining loser of the Play Off Final matches referred to in Regulation 10.3.7;
  - c. If applicable, the highest finishing loser of the Play Off Semi Final matches referred to in Regulations 10.3.8 and 10.3.9, followed by the remaining loser of the Play Off Semi Final matches referred to in Regulations 10.3.8 and 10.3.9;
  - d. Remaining Teams which are to be, or have been, relegated in accordance with these Regulations from the Division in which the vacancy arises in order of merit;
  - e. The highest finishing Team which misses out on promotion in accordance with these Regulations, from the Division below the Division in which the vacancy arises; and
  - f. Remaining Teams which miss out on promotion in accordance with these Regulations, from the Division below the Division in which the vacancy arises in order of merit.
- 10.4.4. In deciding on order of merit for the purposes of Regulation 10.4.3 or where two Teams are otherwise equal for the purposes of Regulation 10.4.3, those Teams will be ranked according to the following (and in this order):
- a. Average points per game for the current Regular Season (i.e. the season before the Regular Season in which the vacancy needs to be filled);
  - b. Average goals FOR per game for the current Regular Season (i.e. the season before the Regular Season in which the vacancy needs to be filled);
  - c. The Team and the Club's disciplinary record for the current Regular Season (i.e. the season before the Regular Season in which the vacancy needs to be filled).
- 10.4.5. If Teams cannot be separated under Regulation 10.4.4 then those Teams will be required to play a Play Off Match in circumstances where they both seek promotion to the higher Division in question.
- 10.4.6. FFV, at its discretion, may decide not to fill a vacancy in Men's State Leagues where to do so would disrupt lower Leagues and Divisions, for example where a League vacancy is created in close proximity to the start of the relevant Regular Season.

## **10.5. New Entries and 'Byes'**

- 10.5.1. All Clubs may apply for entry into Men's State Leagues. FFV will determine all applications in its absolute discretion and its decision is not appealable.
- 10.5.2. Any Club entering a new Team into Men's State Leagues will be automatically placed in to the lowest Division available (currently MSL5) unless otherwise determined by FFV.
- 10.5.3. In the event a Team withdraws from any League of Men's State Leagues creating an uneven number of matches per Team throughout that Regular Season, FFV may organize and schedule additional Competition Fixtures, alter the current season fixture or remove Competition Fixtures to produce an even number of matches for each Team.

## 11. FIXTURE REQUIREMENTS

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### 11.1. Substitution

- 11.1.1. Each senior Team may make up to three (3) substitutions in any Competition Fixture, with no more than five (5) substitutes permitted to be named on the Match Record.
- 11.1.2. All Teams competing in reserves Competition Fixtures are permitted to name five (5) and use all five (5) substitutes throughout that Competition Fixture.
- 11.1.3. All substitutes must be seated within the Technical Area.

### 11.2. Match Balls

- 11.2.1. The Home Club shall provide the Match Official with three (3) match balls (size 5) no later than 30 minutes prior to the start of the scheduled Competition Fixture.
- 11.2.2. All Clubs must use a licensed match ball from one (1) of FFV's licensed ball manufacturers as advised by FFV from time to time (<http://www.footballfedvic.com.au/our-partners/ball-licensees/>).
- 11.2.3. Any breach of the match ball licensing arrangements must be reported to FFV by the Match Official.

### 11.3. Results of Competition Fixtures

- 11.3.1. *Senior Leagues – Minimum Requirements to be entered by the Home Club*

- a. Home Team
  - (i) Half Time Score
  - (ii) Full Time Score
  - (iii) Home Team Player List
  - (iv) Home Team Goal Scorers
- b. Away Team
  - (i) Away Team Player List
  - (ii) Away Team Goal Scorers

- 11.3.2. *Reserve Leagues – Minimum requirements to be entered by the Home Club*

Full time score

11.3.3. *Results*

- a. All results shall be submitted by the Home Club no more than 90 minutes following the conclusion of the Competition Fixture.
- b. All player lists and goal scorers must be submitted within 72 hours following the conclusion of the Competition Fixture.

11.3.4. All results, player lists and goal scorers must be submitted via Fox Sports Pulse.

11.3.5. Clubs which fail to submit results, player lists and goal scorers in accordance with Regulation 11.3 may be fined or penalised for Misconduct under the GDT

## 12. FIXTURE DETAILS

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### 12.1. Admittance to Competition Fixtures

#### 12.1.1. Team Admittance Passes

- a. MSL 1 – 3 Clubs will be provided with 40 admittance passes for season 2016.
- b. Admittance passes must be displayed upon entry by the visiting Team's players on the day of the Competition Fixture.
- c. Admittance passes only entitle the bearer admittance to the Division in which the player or Club is participating in that Regular Season.
- d. In the event of any Competition Fixture for which admission cannot be charged (such as junior fixtures) and a MSL1-3 Competition Fixture being played at the same venue on the same day, no persons attending for the purpose of the non MSL1-3 Competition Fixture can be charged for entry into the venue.

#### 12.1.2. Admittance Prices

Admittance prices for the 2016 season will be as follows. Please note that Clubs may only charge the full amount (GST Incl.) if they are registered for GST.

##### a. MSL1

<b>Category</b>	<b>Admittance Price</b>
Adults	\$7.00 (inclusive of GST)
Students/ Pensioners/ Concession Holders	\$4.00 (inclusive of GST)
Holders of current FFV Media Passes and current FFA Media Passes	FREE
Current FFV Special Pass Holders	FREE
Under 14	FREE

##### b. MSL2

<b>Category</b>	<b>Admittance Price</b>
Adults	\$6.00 (inclusive of GST)
Students/ Pensioners/ Concession Holders	\$3.00 (inclusive of GST)
Holders of current FFV Media Passes and current FFA Media Passes	FREE
Current FFV Special Pass Holders	FREE
Under 14	FREE

c. MSL3

<b>Category</b>	<b>Admittance Price</b>
Adults	\$5.00 (inclusive of GST)
Students/ Pensioners/ Concession Holders	\$3.00 (inclusive of GST)
Holders of current FFV Media Passes and current FFA Media Passes	FREE
Current FFV Special Pass Holders	FREE
Under 14	FREE

d. MSL4 & MSL5

No admission fees may be charged

12.1.3. Car Parking

No Club may charge for car parking at any Men's State League Competition Fixture.

**12.2. Media and Other Passes**

12.2.1. FFV may withdraw an FFV Media Pass at any time.

12.2.2. No Club may refuse entry to a holder of a current FFV Season or FFA Media Pass without FFV's prior written consent, or unless this person demonstrates an immediate security threat.



## 13. MATCH OFFICIAL RESPONSIBILITIES

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### 13.1. Best and Fairest Votes

- 13.1.1. At the conclusion of each senior Competition Fixture, the Match Official must complete the Best and Fairest Votes and submit those votes to FFV within two (2) working days.
- 13.1.2. All votes must be recorded on the 2016 Best and Fairest Voting Online Form.
- 13.1.3. All votes must be treated with the highest confidentiality.
- 13.1.4. All online voting forms must be completed in full, including the players' name, Club and FFA ID Number.
- 13.1.5. Votes shall be cast in a 3-2-1 format with three (3) votes given to the player adjudged by the Match Official to be the best and fairest in each Competition Fixture.
- 13.1.6. A failure to comply with Regulation 13.1 may result in a Match Official being suspended from officiating or demoted to a lower panel.
- 13.1.7. A player who receives a Suspension as defined in the GDT shall be ineligible to win a Best and Fairest award in any given Regular Season. To avoid doubt this includes but is not limited to a player who receives five (5) Yellow Cards or more in a Regular Season.
- 13.1.8. A player who has a Direct Red Card revoked for mistaken identity shall be otherwise eligible to win a Best and Fairest award.
- 13.1.9. Best and Fairest awards will not apply in reserves Leagues.
- 13.1.10. In the event of no appointed Match Official, no Best and Fairest votes will be awarded for that Competition Fixture.
- 13.1.11. If two (2) or more Players have the same number of Best and Fairest votes at the conclusion of the Regular Season, multiple Best and Fairest winners will be awarded for those League(s).
- 13.1.12. Players that have played at more than one Club or have played in more than one League in the 2016 season will have goals and/or votes recognised as follows:
  - a. Votes and/or goals in multiple Leagues: The player's goals and/or votes earned in each League will be considered separate and do not carry over, irrespective of whether they were earned with the same Club or after transferring from one Club to another.

*Example 1: Votes awarded to a player in MSL1NW cannot be counted in the final tally for the Best and Fairest Award for MSL2SE in that Regular Season.*

- b. Votes and/or goals at multiple Clubs in the same League: Subject to Rules 2.1.3 and 2.1.4, if a player plays for more than one Club in the same League in the same Regular Season, the player's goals/votes are tallied together, however the player will only be recognised in terms of his award as a player for the Club at which the player finishes the Regular Season.

*Example 2: Votes awarded to the same player whilst playing for multiple Clubs in MSL3NW will be tallied together for the purposes of the Best and Fairest Award for MSL3NW in that Regular Season.*

## **14. MSL FINALS SERIES**

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### **14.1. Competition Format**

- 14.1.1. MSL1-5 Divisions and Leagues will conclude the Regular Season with a Finals series.
- 14.1.2. The champion of MSL1 South-East will play the champion of MSL1 North-West to determine the State League 1 champion.
- 14.1.3. The champion of MSL2 South-East will play the champion of MSL2 North-West to determine the State League 2 champion.
- 14.1.4. The champion of MSL3 South-East will play the champion of MSL3 North-West to determine the State League 3 champion.
- 14.1.5. The champion of MSL4 South will play the champion of MSL4 East to qualify for the State League 4 Grand Final.
- 14.1.6. The champion of MSL4 North will play the champion of MSL4 West to qualify for the State League 4 Grand Final.
- 14.1.7. The winners of the Finals outlined in Regulations 14.1.5 and 14.1.6 will play in the State League 4 Grand Final. The winner of the State League 4 Grand Final will be the State League 4 champion.
- 14.1.8. The champion of MSL5 South will play the champion of MSL5 East to qualify for the State League 5 Grand Final.
- 14.1.9. The champion of MSL5 North will play the champion of MSL5 West to qualify for the State League 5 Grand Final.
- 14.1.10. The winner of the Finals outlined in Regulations 14.1.8 and 14.1.9 will play in the State League 5 Grand Final. The winner of the State League 5 Grand Final will be the State League 5 champion.
- 14.1.11. The selection of venues for the 2016 MSL Finals Series will be determined at the absolute discretion of FFV.
- 14.1.12. If any 2016 MSL Finals Series match is postponed, abandoned or cancelled, that Final will be played within three (3) days of the original Final date at the absolute discretion of FFV. This may include the Final being played the following day, and/or the Final being played at an alternative venue.

### **14.2. Procedures to Determine the Winner of Finals**

- 14.2.1. All Finals in the 2016 MSL Finals Series will be played over one (1) leg.
- 14.2.2. If, at the conclusion of Normal Time in any Final, the scores between the Teams are tied, then extra time of two (2) equal periods of 15 minutes will be

played in accordance with the FIFA Laws of The Game.

- 14.2.3. If scores remain equal at the conclusion of both periods of extra time, penalty kicks will be taken in accordance with the FIFA Laws of the Game to determine the winner of the Final.

### **14.3. Discipline**

- 14.3.1. Yellow cards accumulated by a player during the MSL Finals Series will not be counted for the purposes of clause 4.2.b of the GDT. However, if a player receives their 5th yellow card in their Team's final Regular Season Competition Fixture, clause 4.2.b. of the GDT will apply and that player will be suspended for their first Final of the 2016 MSL Finals Series for the relevant Division.

## SCHEDULE 2 - CODES OF BEHAVIOUR

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### Overview

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

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

### General Principles for all Persons Involved in Sport

- Operate within the Rules and spirit of Football, promoting fair play over winning at any cost.
- Encourage and support opportunities for people to learn appropriate behaviours and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each person as an individual.
- Display control and courtesy to all involved with the sport.
- Respect the rights and worth of every person regardless of their gender, ability, cultural background or religion.
- Respect the decisions of officials, coaches and administrators in the conduct of the sport.
- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance will exist) with people under the age of 18 years.
- Adopt appropriate and responsible behaviour in all interactions.
- Adopt responsible behaviour in relation to alcohol and other drugs.

- Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- Ensure your decisions and actions contribute to a safe environment.
- Do not tolerate harmful or abusive behaviours.
- Do not bring the game of Football into Disrepute, by engaging in discriminatory, offensive or criminal behaviour.
- Ensure your decisions and actions contribute to a harassment free environment.
- Do not bring the game into Disrepute by engaging in harassment, including sexual harassment or any unwelcome sexual conduct which makes a person feel offended, humiliated and/or intimidated.
- Do not bring the game into Disrepute by provoking or inciting hatred or violence, including crowd violence.
- Do not bring the game into Disrepute by engaging in corruption, forgery or falsification, or by abusing a position to obtain a personal benefit.
- Do not bring the game into Disrepute by the throwing or fixing of a match, by accepting bribes, or by any conduct intended to unfairly effect the result of a match;
- Do not bring the game into Disrepute by any other conduct that materially injures the reputation and goodwill of Football.

*(NB for the purposes of this code of behaviour 'Disrepute' means conduct, statement or appearance in public that is damaging to reputation).*

### **Players' Code of Behaviour**

- Give your best at all times.
- Participate for your own enjoyment and benefit.
- Play by the Rules.
- Do not argue with the Match Official. If you disagree, have your captain or coach approach the Match Official during a break in play or after the Match is concluded.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport.
- Be a good sport and be prepared to acknowledge good play whether it is from your Team or the opposition.

- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Co-operate with your coach, Teammates and opponents. Without them, there would be no competition.
- Remove all jewelry prior to training and Match play, as it is a hazard to you and those around you.
- Do not accept or use any banned or unauthorised drug(s), including the consumption of alcohol at any time.

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

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

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

#### **Administrators' Code of Behaviour**

- Act honestly, in good faith and in the best interests of the sport as a whole.
- Ensure that any information acquired or advantage gained from the position is not used improperly.
- Conduct your responsibilities with due care, competence and diligence.
- Do not allow prejudice, conflict of interest or bias to affect your objectivity.
- Help coaches and officials highlight appropriate behaviour and skill development, and assist in raising the standards of coaching and officiating.
- Ensure everyone involved in football emphasises fair play, and not winning at all costs.
- Be tolerant and calm under pressure and approach problem solving in a supportive manner as members and players will expect you to set an example for others.

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

- Place the safety and welfare of the athletes above all else.
- Be consistent and impartial when making decisions.
- Address unsporting behaviour and promote respect for all people.
- Modify your approach to suit the skill levels and needs of players.



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

### **Parents Code of Behaviour**

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

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

All spectators must comply with the [FFA National Spectator Code of Behaviour](#).

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

- Respect the decisions of the Match Officials, and teach children to do the same;
- Never ridicule or unduly scold a child for making a mistake;
- Respect the rights, dignity and worth of every person regardless of their gender, ability, race, colour, religion, language, politics, national or ethnic origin; Not use violence in any form, whether it is against other Spectators, Team Officials (including coaches) or Players;
- Not engage in discrimination, harassment or abuse in any form including the use of obscene or offensive language or gestures, the incitement of hatred or violence or partaking in indecent or racist chanting;
- Comply with any terms of entry of a venue, including bag inspections, prohibited and restricted items such as flares, missiles, dangerous articles and items that have the potential to cause injury or public nuisance;
- not, and must not attempt to, bring into a venue national or political flags or emblems (except for the recognised national flags of any of the competing Teams) or offensive or inappropriate banners, whether written in English or a foreign language;
- Not throw missiles (including on to the field of play or at other spectators) and must not enter the field of play or its surrounds without lawful authority; and
- Conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of FFV, FFA, and football generally.
- It is the host Club's responsibility to ensure this Spectator Code of Behaviour is implemented and enforced against all spectators.

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

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

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

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

The Code supports [Victoria's Plan to Prevent Violence Against Women](#) by taking a zero tolerance stance towards violence against women. The Code also aims to encourage cultural and behavioural change as a pre-emptive measure against violence.

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

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

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

## **Code of Conduct**

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

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

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

## **Breaches of the Code**

The following behaviours are considered breaches of the Code:

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

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

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

### **State Sporting Association Responsibility**

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

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

## SCHEDULE 3 – MINIMUM REQUIREMENTS OF EACH VENUE CATEGORY

Heading	Rule #	Venue Class	Requirement
<b>Section 1 - Field of Play and Environs</b>			
General	1.1	All	The field of play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch size	1.2.1	A	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.2	B	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.3	C & D	Size 2 Pitch Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.4	Junior	Size 3 Pitch Length - Minimum 90 metres, maximum 105 metres Width - Minimum 50 metres, maximum 68 metres
Run offs	1.3	All	A minimum runoff area of 3 metres to any tripping hazard or solid obstruction, including fences and Team benches, must be provided.
Goals	1.4.1	All	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	All	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

			<p>Competition and Consumer Commission's Consumer Protection Notice No.28 of 2010.</p> <p>Goals must not have sharp edges protruding that may cause injury.</p>
Corner posts and flags	1.5	All	<p>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.</p>
Pitch surface	1.6.1	All	<p>The field of play must be safe and even without trip hazards.</p>
	1.6.2	A	<p>The field of play must have an even grass coverage. No important area of the field, including goal areas, may be significantly without grass.</p>
	1.6.3	All	<p>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.</p> <p>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.</p>
	1.6.4	A	<p>The field of play must not include a hard-based cricket wicket.</p>
Pitch surface - synthetic	1.6.5	All	<p>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 or as otherwise approved by FFV.</p>
Line markings	1.7.1	A& B	<p>The playing pitch must be clearly marked in accordance with Law 1 and hence no extraneous line markings are allowed.</p> <p>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.</p>

Line markings	1.7.2	C & D	=  The playing pitch must be marked in accordance with Law 1. However, Matches may be played on fields with extraneous markings provided approval has been sought from FFV with specific regard to the number of, and colour of, any marking not outlined in Law 1.
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. Lime, 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. One stretcher may not be allocated to two pitches at any one time.
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	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.

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.
<b>Section 2 - Player and Officials Amenities</b>			
Players change rooms	2.1.1	A	Four players' lockable dressing rooms, must be provided, each with exclusive access to an immediately adjacent shower area and toilet facilities. The shower area must be finished in impervious material to a height of 1.2 m and have hot and cold water showers.
	2.1.2	B	Four players' lockable dressing rooms (, 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 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 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.
	2.1.5	All	Recommended size for senior dressing rooms, including required shower and toilet area, is 25m <sup>2</sup> . Recommended size for junior dressing rooms, including required shower and toilet area, is 20m <sup>2</sup> .
Officials room	2.2.1	A	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use. The room must have exclusive access to a toilet and shower providing hot and cold water.
	2.2.2	B	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use.
	2.2.3	C	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use.
	2.2.4	D	Match Officials must have exclusive access to a lockable dressing room The Match Officials room must be accessible without passing through any players' change room which is in use.
	2.2.5	All	Recommended size for Match Officials rooms, including required shower and toilet area, is 20m <sup>2</sup> .The room must contain a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
Massage table	2.3	A & B	One fully functional and purpose built massage table must be provided for each of the players dressing rooms
First aid	2.4.1	A	A first aid <b>room (minimum 10 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 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 & B	A canteen/kiosk serving hot and cold drinks and snack foods must be provided and operated on match day.
Disabled toilet	3.5	A & B	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 & B	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& B	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& B	A suitable location for the broadcast of Matches must be provided. The broadcast point must provide a safe elevated, where possible, location at the half way line for the camera operator The camera operator's location(s) must be covered, safe to access and work from, protected from inclement weather and be provided with power. The camera must have a direct view, without glass, to the field of play.