

FOOTBALL FEDERATION

VICTORIA INC.



**FOOTBALL
FEDERATION
VICTORIA**



SUNRAYSIA

2011 RULES OF COMPETITION

SUNRAYSIA

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1. GENERAL MATTERS APPLICABLE TO ALL COMPETITIONS

1.1 Application and definitions

- 1.1.1 These rules shall apply to all levels of Competition as defined in Section 2 rule 1 and administered under the auspices of FFV.
- 1.1.2 If any provision of these Rules is held invalid or unenforceable by a Court of competent jurisdiction then the remainder of these Rules and the application thereof shall not be affected thereby and shall continue to be valid and enforceable to the fullest extent permitted by law.
- 1.1.3 Terms defined in the FFV Constitution, 2011 FFV Registration Regulations or the FFV Grievance Disciplinary and Tribunal By-Law shall have the same meaning in these Rules unless otherwise stated.
- 1.1.4 Notwithstanding rule 1.1.3 of this section, in these Rules, unless the context otherwise requires:

Club means a football club which is registered with FFA and complies with 21(1) of the FFV Constitution

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

- **Club Associate(s)** means one or more of the following, whether individually or collectively:
 - (a) Club Office Bearers;
 - (b) Club Officials (coach, team manager, anyone who is officially associated with the Club).
 - (c) Players of a Club;
 - (d) Members of a Club;
 - (e) Supporters of a Club including spectators at a Match who unless otherwise identified with a Club shall be deemed to be supporters of the Home Club ;
 - (f) Club(s).

Match Official means a Referee, Assistant Referee or any other person appointed by or on behalf of FFV to assume responsibility in connection with a **Match**.

Match means any game of Football conducted by or under the control of FFV

Match Record means the official record of the Match recorded and required to be sent to FFV after the Match in the form approved by FFV from time to time.

No Result means a '0-0' result with no championship points awarded

Penalty Unit has the same meaning as in the GDT

Player means a person Registered to play football

Registered means registered in accordance with the 2010 FFA National Registration Regulations;

Rule means a rule of these 2011 Rules of Competition

Tribunal means the FFV Tribunal established under the GDT

1.2 Consequences of breach

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

1.3 Playing colours

- 1.3.1 FFV Sunraysia Representative Team colours shall be a combination of gold green and white and shall not be the colours of any Club.
- 1.3.2 The playing colours of a Club in FFV competitions shall be as prescribed in the relevant rules of competition from time to time.

1.4 Lighting standards

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

1.5 Monies owing to FFV

- 1.5.1 Subject to this Rule all amounts owed by a Club to FFV must be paid within 30 days of the date of the invoice issued by FFV, failing which
 - (a) a fine of 1 Penalty Unit for every \$1000 or part thereof which is unpaid after 30 days from the date of invoice will be imposed on the Club and
 - (b) the Club will be sent a 21 day Reminder Notice and
 - (c) the Club is required to bring its accounts (including but not limited to any fine imposed pursuant to rule 1.5.1) with FFV into order within that 21 day period,
- 1.5.2 (a) If a Club fails to comply with paragraph 1.5.1(c) any team in respect of which the monies are owed (whether directly or indirectly) will not be eligible to earn any competition points from any of its Matches

following the deadline for compliance with paragraph 1.5.1 (c) unless and until all outstanding monies are owed.

- (b) To avoid doubt if the outstanding monies or any part thereof are not referable to any particular team or teams all teams of the Club will be ineligible to earn championship points until all monies are paid.
- 1.5.3 In the case of repeated failure to pay outstanding monies FFV may in its absolute discretion expel a Club from FFV Competitions.
- 1.5.4 FFV may offset any moneys FFV owes to a Club prior to the issue of any invoice to a Club for outstanding amounts owing to FFV.
- 1.5.6 If at the end of a season a team is promoted, but that team's Club has not by the last working day of October of that season paid all amounts owed to FFV, that team shall not be promoted.

1.6 Protection of important fixtures

- 1.6.1 No Club may stage or take part in any tournament in the Melbourne Metropolitan area on a day on which an A-League fixture is scheduled to take place in Victoria except with the consent of the A-League Club or Clubs concerned.
- 1.6.2 Where an International or an Inter-State match is scheduled for the Melbourne Metropolitan Area, FFV may direct that for any one or more FFV competitions no matches shall take part on that day.

1.7 Non scheduled matches

- 1.7.1 (a) Any Club staging or taking part in any competition, tournament, friendly match, or other match which does not form part of FFV schedule of matches, or which is not played under the jurisdiction of FFV, shall notify FFV in writing and complete and lodge the relevant documentation as required by FFV if any.
- (b) Any Club or Affiliated League or organisation which organises or takes part in any competition, tournament, friendly match, or other match, which does not form part of FFV's schedule of matches, must ensure that appropriate insurance and Workcover arrangements are made to provide coverage for players, Match Officials, and officials involved in these matches.
- 1.7.2 No Club shall promote a team to play or permit any of its Players to play in any competition or with any body not affiliated directly or indirectly with a FIFA-approved league, association or federation.
- 1.7.3 Any Club or Association wishing to participate in any Interstate or International matches, tournaments or events, must apply in writing to the FFV for prior approval.

1.8 Insurance

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

Insurance of Players

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

Insurance of Club Officials

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

1.9. Strict liability of Clubs

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

1.10. Media comment

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

1.11. Change of Club name

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

Part A – Prior to FFV Ratification

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

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

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

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

1.12. Ticketing and Refunds of money

- 1.12.1 This clause is applicable to all FFV Competition Fixtures where admission fees are charged.
- 1.12.2 Clubs that charge admission fees must hand over an admission ticket to the paying customer when the exchange of money is made.

- 1.12.3 Gate attendants or security staff whose role it is to collect the admission ticket, must ensure that the ticket is torn in half and given back to the customer at the point of entry as proof of purchase.
- 1.12.4 Customers that present an authentic FFV Media Pass, FFV Special Pass or are aged 17 years or younger, will be granted free entry and will not be issued an admission ticket.
- 1.12.5 It is the customer's responsibility to ensure that he or she retains proof of purchase.
- 1.12.6 This ticketing clause is to be displayed at the ticket box at all venues where admission fees are charged.
- 1.12.5 Paying customers will be entitled to a full refund (including car park fees) from the Home Club on the day of the game provided the main fixture has been called off prior to the conclusion of the first half of the Match for reason of light failure or unsuitable ground conditions.
- 1.12.8 To be eligible to receive a full refund on the day of the game, the paying customer must: Present to the Home Club or the Club charging admission fees, the admission ticket (or part thereof) as proof of purchase that he or she was issued when entering the ground.
- 1.12.9 If the main fixture is abandoned after the conclusion of the first half, then no refund will be given.

1.13. Security at Home Grounds

- 1.13.1 The Home Club is responsible for providing appropriate arrangements to ensure the orderly behaviour of spectators and provide for the protection of Match Officials, players and officials at FFV fixtures.
- 1.13.2 Each FFV Home Club is required to provide Club marshals and/or security and/or police as directed by FFV.
- 1.13.3 FFV Tribunal will take into account the security measures implemented by Clubs, when assessing any Misconduct charges that may be brought before them.
- 1.13.4 In addition, each Club must appoint a property steward to ensure player change rooms are not accessed by unauthorised personnel and to safeguard the valuables of Match Official(s) that should be handed to the property steward. Both the Match Official(s) and property steward must sign a record listing the particular valuables handed to the property steward.
- 1.13.5 The venue host (normally the Home Club) will be held responsible if it is found that FFV appointed Match Official(s) does not receive all items back.
- 1.13.6 The visiting team is responsible for the valuables of its players and valuables that are left in change rooms are done so at their own risk

1.14. Representative Teams

- 1.14.1 Any player Registered in Victoria will be eligible to represent Victoria in representative games, camps or tours and each such player must make themselves available for training, preparation and participation for representative matches, camps or tours when requested by FFV.
- 1.14.2 All Clubs must release Players for training and preparation for, and participation in, representative matches, camps or tours, when requested by FFV.
- 1.14.3 FFV will ensure that all selected Players, coaching staff and officials chosen in the representative party are insured to cover their participation.
- 1.14.4 Where a Club has three or more outfield Players or 1 goalkeeper from one team participating in an FFV approved representative match, camp or tour which conflicts with a scheduled Match in which that team is required to participate, it may seek the postponement of that Match. FFV shall determine the outcome of that request in its absolute discretion and that decision cannot be appealed or reviewed.
- 1.14.5 Players selected for a representative team who are under the age of 18 years will be required to supply FFV with a letter of consent from their parent/guardian

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

- 1.15.1 The lighting of flares or other flammable objects and or the throwing of objects is strictly prohibited in all FFV sanctioned fixtures.
- 1.15.2 Clubs whose Club Associates are in breach will be held fully accountable for the actions of their Club Associates.
- 1.15.3 Each Club must take steps to ensure that its Club Associates are made aware of this prohibition and do not breach this requirement, regardless of whether the Club is playing at home or away.
- 1.15.4 Clubs or Club Associates who are in breach of this Rule will be fined at level BR6 in accordance with the GDT In addition FFV may deduct points from a team or teams or take further disciplinary action if it sees fit.

1.16. Racial and Religious Vilification Code

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

- 1.16.2 Racial and Religious Vilification includes any act, otherwise than in private, which;
- (a) is reasonably likely, in all circumstances, to offend, insult, humiliate, or intimidate another person or a group of people; and,
 - (b) is done because of the race, colour or national or ethnic origin of the other person or of some or all of the people in the group.
- 1.16.3 The Racial and Religious Vilification Code requires Clubs to:
- (a) ensure that Players and Club Associates do not engage in Racial and Religious Vilification against any person,
 - (b) continuously educate their Players and Club Associates about Racial and Religious Vilification,
 - (c) publish information on the subject of racial and religious vilification to players and Club Associates; and
 - (d) use their best endeavours to ensure that all Club Associates act in a manner which is consistent with the objectives of the Racial and Religious Vilification Code.
 - (e) adopt an action plan, which is contained in the Racial and Religious Vilification Code
- 1.16.4 Any person wishing to lodge a letter of complaint under the Racial and Religious Vilification Code must address their correspondence to the Chief Executive Officer of FFV within 7 days after the date of the alleged offence.
- 1.16.5 A conciliation hearing will then be convened to discuss and resolve the matter.
- 1.16.6 If conciliation is not achieved, then FFV may lay charges of Misconduct against those alleged to be responsible and refer the matter to the Tribunal.

2. COMPETITION STRUCTURE

2.1 General Information

- 2.1.1 These rules shall apply to all Men's Leagues Divisions, Women's League Divisions and Youth League competition fixtures (including league fixtures, cup games, finals & play-off matches) of the FFV Sunraysia.
- 2.1.2 All FFV fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these FFV Rules of Competition.
- 2.1.3 If a team withdraws from a Competition after the due date for team applications, a Late Withdrawal fee will apply as set out on the FFV website.
- 2.1.4 If a team withdraws prior to the start of the competition season and cannot be replaced, a "BYE" will be inserted into the relevant fixture. If a team withdraws after the start of the competition season, the following will apply:
- (a) If a team withdraws before the conclusion of the round which marks the halfway point of the competition season:
 - (i) a 'BYE' will be inserted in the fixture to replace the team withdrawn
 - (ii) all points, (including goals scored for and against) for that team, will be erased.
 - (b) If a team withdraws after the halfway point of the competition season, but before the end of the round which marks the end of the competition season
 - (i.) a 'BYE' will be inserted in the fixture to replace the team withdrawn
 - (ii.) all points, (including goals scored for and against) for that team, up to the conclusion of the round that marks the halfway point of the season will stand
 - (iii.) all points, (including goals scored for and against) for that team, in the second half of the season up to and including the withdrawn Club's last fixture, will be erased.
- 2.1.5 If a team is permitted to enter a competition after the commencement of the season each team which had a bye in a round prior to the entry of that team shall be recorded as winning 3-0 against that new team.

2.2 Men's League

- 2.2.1 The Men's League of Sunraysia (**Men's League**) shall consist of two Divisions comprised as follows:
- (a) Seniors - Division M1
 - (b) Reserves - Division M2

- 2.2.2 Each Club is required to field a Senior Team in order to Field a Reserve Team unless otherwise approved.
- 2.2.3 (a) Each Division shall be comprised of not more than 6 teams, unless otherwise directed by the FFV.
- (b) Each Club shall enter only one team in each division unless otherwise approved
- 2.2.4 All Men's League teams in all divisions will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFV.
- 2.2.5 The team finishing top of their respective division at the conclusion of the home and away season will be crowned League Champions.
- 2.2.6 When determining ladder positions if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:
- (a) head to head win/loss ratio between the teams,
- (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,
- (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
- (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.
- 2.2.5 At the conclusion of the season, the top 4 placed Senior teams and top 4 placed Reserve teams must play a compulsory finals series as follows:
- (a) 1st v 4th and 2nd v 3rd
- (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
- (c) If the scores are tied at the end of regular time in any such game the teams shall play 15 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

2.3 Women's League

- 2.3.1 The Women's League shall consist of one Division as follows:
- Seniors - Division W1
- 2.3.2 (a) The Division shall be comprised of not more than 6 teams, unless otherwise directed by the FFV.

- (b) Each Club shall enter only one team in each division unless otherwise approved
- 2.3.3 All Women's League teams will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFV.
- 2.3.4 The team finishing top of their respective division at the conclusion of the home and away season will be crowned League Champions.
- 2.3.5 When determining ladder positions if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:
- (a) head to head win/loss ratio between the teams,
 - (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,
 - (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
 - (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.
- 2.3.6 At the conclusion of the season, the top 4 placed Senior Women's teams must play a compulsory finals series as follows:
- (a) 1st v 4th and 2nd v 3rd
 - (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
 - (c) If the scores are tied at the end of regular time in any such game the teams shall play 10 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

2.4 Youth League

- 2.4.1 The Youth League Competition shall comprise of 3 Age Groups/Divisions as follows:
- (a) Under 16's - Division Y1
 - (b) Under 14's - Division Y2
 - (c) Under 12's - Division Y3
- 2.4.2 (a) Each Division shall be comprised of not more than 6 teams, unless otherwise directed by the FFV.
- (b) Each Club shall enter only one team in each division unless otherwise approved

- 2.4.3 All Youth League teams in all divisions will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFV.
- 2.4.4 When determining ladder positions if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:
- (a) head to head win/loss ratio between the teams,
 - (b) if the teams are still tied the team with the higher head to head goal difference will be ranked higher,
 - (c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
 - (d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.
- 2.4.5 The team finishing top of each division at the conclusion of the home and away season will be crowned League Champions .
- 2.4.6 At the conclusion of the season, the top 4 placed teams must play a compulsory finals series as follows:
- (a) 1st v 4th and 2nd v 3rd
 - (b) The winners of the games in paragraph (a) play each other the following week with the winner of that game to be crowned the Grand Final Series Premiers
 - (c) If the scores are tied at the end of regular time in any such game the teams shall play 10 minutes of extra time each way. If the teams are still tied the winner shall be decided by a penalty shoot out.

2.5. Eligibility of Players

- 2.5.1 A Player is eligible to play in his or her team provided he or she:
- (i) has been registered in line with FFA National Registration Regulations,
 - (ii) is not under suspension by FFV,
 - (iii) meets the team's age group guideline as stated in Section 2, Clauses 1 and 2, and
 - (iv) presents their current Player ID Card to the Match Official prior to the commencement of the fixture.
- 2.5.2 A Player will not be prevented from playing above his or her age group (except in the 18's competition, where Section 2, Clause 1.3 applies).

2.5.3 A Player who is participating above his or her age group, will not be prevented from returning to play in his or her rightful age group unless that Player is suspended

2.5.4 For all Junior Competitions, any Player who has played at a higher level within that age group for 6 matches or more cannot drop to a lower level within that age group for his or her club for the remainder of the season. This requirement is designed to avert team stacking at the lower level within that age group.

Eg: If a 15 year old Player, playing in the 16 A competition participates in 6 games, he / she will not be able to play for their Club's 16 B, 16 C, 16 D side for the remainder of the season. However he / she will still be eligible to participate in any side within the 15's Competition due to it being his / her rightful age group.

If a Club has two teams in A Grade then the players are team-tied from the fifth round fixture. Clubs with tied-teams will be required to submit a team list for each team, listing the players within their designated team. Any new player joining a team must be allocated to only one of the tied-teams. This Rule applies only to A Grade.

2.5.5 A Player may in FFV's sole discretion be permitted to play down one age group in the following circumstances:

- (a) if the Player has not previously been registered with FFA or FFV; or
- (b) if the Player has previously been registered with FFA or FFV and the Player's Club applies in writing to FFV providing satisfactory medical evidence that the Player is not capable of competing at the higher level. Including but not limited to the following:

- (i) Club Official to submit a letter on Club letterhead outlining the request
- (ii) Supporting letter from the players parent(s)/guardian(s)
- (iii) Medical Certificate outlining the players condition and reason(s) for needing to play in a younger age group

2.5.5 Players in the 12's –16's age groups who are listed on the Match Record will be deemed to have participated in the fixture.

2.5.6 Any Club or Player who in the opinion of FFV is in breach of the above will be ineligible and subject to disciplinary action pursuant to the GDT.

2.6 Club of the year

- 2.6.1 (a) To be eligible to win the Club of the Year a Club must have fielded a minimum of 4 teams in S League competition throughout the season.
- (b) If a Club or Club Associate receives a Suspension or a Fine as defined in the GDT in 2011, that Club will have points deducted from its the Club of the year points tally in accordance with the GDT.
- 2.6.2 The Club which at the end of the home and away season has the most points across all divisions shall be awarded the Club of the Year trophy.
- 2.6.3 If two or more teams have an equal number of points then the Club of the Year winner will be determined from those tied teams by the following means in the following order:
- (a) then the winner will be the Club with the least amount of points deducted in accordance with rule 2.6(b)
 - (b) if two or more clubs are still tied then the winner shall be the Club with the most drawn games against all opposition
 - (c) if two or more Clubs are still tied then the Club with the best head to head win/loss ratios against each other
 - (d) if two or more Clubs are still tied then the club with the higher head to head goal difference will be the winner.
 - (e) if two or more Clubs remain deadlocked after that then the Club with the higher goals scored FOR in head to head matches will be winner.

3. FIXTURE REQUIREMENTS

3.1. Facilities/Ground Arrangements

3.1.1 It is the responsibility of all Clubs to:

- (a) provide a venue suitable to the level at which a Match is to be played;
- (b) provide a safe environment for Players Match Officials Club Officials and spectators;
- (c) ensure that their facilities and equipment are clean and fit for purpose;
- (d) ensure that all applicable State and local government statutory and other requirements have been met in respect of their facilities including but not limited to:
 - (i) legitimate approved use of the facility by the owner or land manager
 - (ii) requirements under the Planning and Environment Act 1987, Food Act 1984 and Building Act 1993; and,
 - (iii) any local laws

3.1.2 Each Club must ensure that its teams are provided with facilities that are in accordance with Schedule 1 to these Rules relevant to the level at which each of those teams are playing as follows:

League	Minimum Class of Facility Required
Men's Premier League	A
Men's State League 1	B
Men's Premier League – Under 21's	
Men's State League 1 – Under 21's	
Men's State League 2 & 3	C
Men's Provisional League	C
Thirds and Masters League	C
All other competitions	D

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

- (a) have its home games fixture by FFV as away matches; or
- (b) may be relegated to such League as FFV deems appropriate.

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

- (a) is in the process of upgrading its facilities to FFV's requirements or

(b) due to circumstances beyond its reasonable control the Club cannot comply with these requirements.

FFV will not grant dispensation pursuant to this rule from compliance with any requirement that relates to matters of safety or legislative compliance.

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

- (a) be fined at level up to BR5 in accordance with the GDT
- (b) be suspended from playing home matches until these requirements have been met
- (c) have their remaining home fixtures played away
- (d) be deemed to have forfeited any match which has not been able to be played due to the failure to meet these requirements

3.2. Use of Technical Area

3.2.1 (a) A maximum of 9 persons are permitted to be within the Technical Area.
(b) This can only include the coach and assistant coach, the team manager, the substitutes and either a doctor or physiotherapist.
(c) All persons must remain seated within the confines of the Technical Area, except in special circumstances. For example, a physiotherapist or doctor entering the field of play, with the Match Official's permission, to assess an injured player.

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

3.2.3 A Player or team official who is under suspension must not be present in the Technical Area.

3.3. Match Records

3.3.1 (a) Clubs must list in the Match Record all players taking part in a fixture and must produce to the Match Official a Match Record, not less than 5 minutes before the commencement of any Match.

(b) A player listed on the Match Record will be deemed to have participated in the fixture.

(c) If:
(i) a player listed on the Match Record is ineligible
(ii) a player who takes the field is not listed on the Match record or is ineligible
then that player's Club will be guilty of Misconduct.

- 3.3.2 (a) If there is a dispute about any player(s), the Match Official must note the details and send these to FFV together with the Match Report.
- (b) Any Club that wishes to lodge an official protest must do so in accordance with GDT
- 3.3.3 Both teams must ensure the Match Official completes a Match Record after the game.
- (a) Representatives from each team must sign the Match Record at the conclusion of the fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- (b) Once signed by all parties at the conclusion of the fixture, each Club must make a copy of its Match Record available to the opposing team.

3.4. Player Numbers and substitution/interchange

- 3.4.1 A match may not start if either team consists of fewer than seven players including a goalkeeper.
- 3.4.2 All substitutes must be seated within the Technical Area.
- 3.4.3 Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing an alternative coloured uniform to the team strip.
- 3.4.4 When warming up, substitutes must use an area furthest from the opposing team
- 3.4.5 A maximum of 16 players may be named on the Match Record. Clubs may make any number of interchanges during the course of the match, provided the Senior Match Official has been consulted first.
- 3.4.6 Where a Player is sent from the field of play (red Card) no interchange/substitution may be made for that Player.

Senior Men's

- 3.4.7 A team may use up to:
- (a) 3 substitutes from a maximum of 5 per team properly listed in the Match Record; and
- (b) Once a Player has been substituted he may take no further part in the Match

Other competitions

- 3.4.8 In all other competitions the Interchange Rule shall apply.

- 3.4.9 Teams are permitted an unlimited number of interchanges in any given fixture, with up to 5 interchange Players allowed to be named on the Match Record.
- 3.4.10 To avoid time wasting, interchange of Players in the last 5 minutes of normal time in any fixture will only be permitted at the discretion of the Match Official.

3.5. Ground Marshals / Security / Police

- 3.5.1 Each Club must provide a minimum of 1 Ground Marshals. Ground Marshals may not be younger than 16.
- 3.5.2 All Ground Marshals must identify themselves to the appointed Senior Match Official prior to kick-off of each fixture.
- 3.5.3 Ground Marshals must be in clearly identifiable uniform, must be visible at all times, and must escort the Senior Match Official and Assistant Match Officials to and from the field of play at Half Time and Full Time.
- 3.5.4 Senior Match Officials and Assistant Match Officials should not leave their dressing rooms to enter the field of play, or leave the field to return to their rooms, until identifiable Ground Marshals are present to escort them.
- 3.5.5 FFV may increase the minimum security arrangements for any fixture at any time. The costs will be covered as FFV sees fit.
- 3.5.6 A failure by a Club Associate to comply with any requirement under this rule 3.5 shall result in a fine at level BR6 under the GDT.
- 3.5.7 Each team is responsible for the safety of its players' property. Anything left in a change room is done so at the owner's risk.

3.6. Match Balls

- 3.6.1 The FFV shall provide the appointed Match Official with 2 Match balls no later than 30 minutes prior to the start of the scheduled fixture
- 3.6.2 At the conclusion of the game, the Match Official will return the 2 Match balls to FFV.
- 3.6.3 All Clubs must use a licensed Match ball from one of FFV's licensed ball manufacturers as advised by FFV from time to time.
- 3.6.4 Any breach of the Match ball licensing arrangements must be reported to FFV by the Match Official.
- 3.6.5 A failure to comply with this rule will result in a fine at level BR2 as set out in the GDT

3.7. Players Strip/Apparel

3.7.1 Clothing and Protective Gear

- (a) All teams must nominate a "Home" and "Alternate" playing strip.
- (b) Teams must provide two entirely different strips to avoid any potential colour clashes on day. No part of the alternate playing strip (shirts, shorts & socks) may be the same as the nominated home playing strip – for instance, if a Club nominates white shorts for its home strip, it cannot nominate white shorts for its alternate strip.
- (c) Predominantly black playing shirts will not be permitted under any circumstances.
- (d) Once nominated strips are approved by FFV, each Club's home and alternate strips must be entered into the Club's organization details on Results Vault.
- (e) All teams named first on the FFV fixture shall be deemed the Home Team and will therefore play in their home strip.
- (f) If there is a clash of colours at any Match, it is the visiting team's responsibility to change into an alternate strip. Visiting Clubs may be required to wear a combination of their home and alternate strips to ensure the clash is resolved.
- (g) Team managers must check the apparel worn by their opponents on a weekly basis to avoid the likelihood of a clash in colour of playing of strips.
- (h) A Club may be penalised pursuant to the GDT if:
 - (i) a Match does not commence due to an inability to resolve a clash of strips, and it can be established that such Club or team did not comply with rule 7.1 (f)
 - (ii) a Club changes their home or alternate playing strip without FFV's prior written approval, and this change results in a Match being postponed,
- (i) Goalkeepers may wear any colour except black, provided it does not clash with either team or the Match Official
- (j) All apparel worn by players must be made by FFV licensed manufacturers as advised by FFV from time to time. Shirts and shorts must display the FFV logo.

- (k) Any failure to do so must be reported to FFV by the Match Official and an offending Club may be fined at level BR7 under the GDT
- (l) All players are required to wear shin guards at all times whilst on the field of play.

3.7.2 Jewellery/Eyewear

- (a) FIFA 'Laws of the Game' state that players are forbidden to wear any equipment that may be dangerous to either the player him or herself, or to another player. This includes, but is not limited to, jewellery and spectacles.
- (b) All jewellery, including wedding bands and any studs, rings, bars or other body-piercing jewellery must be removed before a player enters the field of play. No taping of any type is permitted.
- (c) Any player wearing jewellery will be cautioned and removed from the field of play until the Match Official is satisfied that the player has removed the item in question. There are no exceptions to this rule.
- (d) Any player requiring vision correction should wear contact lenses, or wear spectacles that:
 - (i) are firmly secured with a sports band or adjustable strap,
 - (ii) have purpose-designed and closely fitted curled ends on the arms, or
 - (iii) are specially designed protective sports glasses constructed of plastic with rubberised cushioning and no metallic parts.

3.8 Stretchers / First Aid

- 3.8.1 FFV will allocate one stretcher suitable for first aid and emergency use at all fixtures. Clubs that fail to do so may be fined at level BR1 under the GDT
- 3.8.2 The requirements for stretchers are set out in schedule 1
- 3.8.3 It is recommended that FFV have a person trained in first aid present during all matches.

3.9 Results of Matches

- 3.9.1 The appointed match official is responsible for providing the match results, half time/full time scores, goal scorers, misconduct offences and the Best and Fairest Votes, to the FFV Sunraysia Regional Administrator within thirty (30) minutes of the conclusion of the match.

- 3.9.2 If no match official is appointed or present then it is the responsibility of the first named club to communicate the match results to the FFV as indicated in clause 3.9.1.
- 3.9.3 It is the responsibility of the FFV Sunraysia regional Administrator to ensure that all final results for each respective age group and/or competition are communicated to FFV as follows:
- (a) before 9.00 am on the Monday immediately after the weekend the matches took place using the online *Results Vault*
 - (b) If a fixture is postponed or abandoned for whatever reason, the Home Club is still required to notify this fact to the FFV regional Administrator and communicate the reasons why the game was not played.
 - (c) For matches played between Monday and Thursday (inclusive) all results must be phoned in or entered online by 9:00am the following day.
- 3.9.5 Clubs which fail to notify the FFV Regional Administrator of the results of any Match by the time stipulated may be fined at the level of BR1 and may be further penalised under the GDT

3.10. Correspondence/Communication

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

3.11. Smoking / Drinking At League Venues

- 3.11.1 It is prohibited for anyone to smoke or consume alcohol within the confines of the playing barrier fence. This includes the team bench within the Technical area and anywhere on or within 3 metres of the touchline.
- 3.11.2 Clubs are responsible for ensuring that smoking and drinking alcohol are confined to legitimate public areas at a distance no less than 3 metres from the playing field.

3.11.3 If any person is in breach of this rule, both the individual and if the person is a Club Associate, that person's Club, may be fined at level BR6 and face disciplinary action under the GDT

3.12. National Flags, Slogans & Emblems

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

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

3.12.3 No Club may distribute, disseminate, broadcast or publish by any means whatsoever whether electronically or otherwise any material in a language other than English, with the prior written consent of FFV to do so.

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

3.12.5 FFV may request the immediate removal of any offending material without notice at any time.

3.12.6 If any person is in breach of this rule, both the individual and any Club of which that person is a associated may be fined at level BR6 and face disciplinary action under the GDT

3.13 Lighting standards

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

4. FIXTURE DETAILS

4.1. Duration of Matches

4.1.1 *Periods of play*

(a) Subject to this rule all fixtures will be played over two equal periods as set out below, unless agreed otherwise between the Match Official and the two participating teams prior to commencement:

Senior Men	45 minutes
Reserves Mens	35 minutes
Senior Women	30 minutes
Under 16s	35 minutes
Under 14s	30 minutes
Under 12s	25 minutes

(b) The Match Official may cut short any Match if in the Match Official's opinion playing conditions compromise player safety or otherwise only if:

- (i) it is in line with FIFA rules; and
- (ii) he or she has consulted with the coaches of each participating team

4.1.2 *Half time interval*

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

4.1.3 *Allowance for time lost*

- (a) Allowance is made in either half for all time lost through:
- (i) substitution(s)
 - (ii) assessment of injury to players
 - (iii) removal of injured players from the field of play for treatment
 - (iv) wasting time
 - (v) any other cause

(b) The allowance for time lost is at the discretion of the Match Official.

4.1.4 *Penalty kick*

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

4.2. Abandoned Matches

- 4.2.1 Matches in any cup or league fixture may only be abandoned by a decision of the Match Official.
- 4.2.2 If 80 per cent or more of Normal Time of a Match has been played then the score at the time of abandonment will stand, unless the matter is referred to the FFV Tribunal
- 4.2.3 If less than 80 per cent of Normal Time of a match has been played before being abandoned, the result will stand unless:
- (a) Upon request by a team involved in the match within 72 hours of the abandonment FFV determines otherwise in its absolute discretion; or
 - (b) The FFV Tribunal determines otherwise.
- 4.2.4 The Match will be abandoned if:
- (a) any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven Players.
 - (b) the lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play
 - (c) the Match Official determines that playing conditions have become unsafe or untenable for any reason, or
 - (d) the Match Official, in consultation with security staff and ground officials, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason
- 4.2.5 If a Match is abandoned due to a matter set out in rule 4.2.4 and FFV or the Tribunal determines that one (or both) of the competing Clubs, or its Club Associates were directly responsible for the abandonment then one of the following outcomes may be imposed:
- (a) Match to be awarded as a "No Result". In this situation, no points will be awarded to either team for that fixture.
 - (b) Award Match result as 0-0 draw.
 - (c) award result 3-0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club
 - (d) Match result to stand.
- 4.2.6 Further any Club Associate responsible for the abandonment of a game will be fined at level BR6 under the GDT may be guilty of Misconduct and may be subject to further penalties under the GDT

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

4.3. Postponed/Rescheduled Matches

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

4.3.2 If a Match is postponed, the Home Club must notify the FFV by the next working day after the scheduled Match day.

4.3.3 FFV will determine the new time and date for playing of a postponed/rescheduled Match. Such decision is not open to appeal or review. Clubs are obliged to fulfil outstanding fixtures as determined by FFV and any Club which fails to do so will automatically forfeit the Match and may face action under the GDT

4.3.4 Any fixture ordered by FFV to be replayed must be completed by no later than one week after the conclusion of the relevant season. FFV may record the result of any Match not completed within this time frame as a 'no-result'.

4.3.5 Only officers of FFV are permitted to schedule or reschedule any fixture. Any Club Associate or Club found guilty of rearranging a league fixture, or requesting the appointment of Match Officials outside a set kick-off time or date, will be fined at level BR6 under the GDT and may be subject to further penalties under the GDT

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

4.3.6 When a Match is postponed, all Match Officials are entitled to receive 50% of their normal Match fee if the Match Official was present at the ground when the Match was postponed.

4.4. Extreme Weather Conditions

4.4.1 FFV and/or the Match Official may postpone, delay or abandon any fixture due to extreme weather conditions that may endanger participants such as but not limited to excessive heat/humidity or poor weather.

4.4.2 If the Match Official postpones delays or abandons any fixture due to extreme weather conditions, he or she must outline the reasons in writing within 48 hours of the conclusion of the fixture.

4.4.3 If 30 minutes before kick off the temperature at the venue are 32° or above, water bottles must be made available to enable any player to take a drink during the course of the game. Permission of the Match Official to take a drink is not required.

4.4.4 If conditions are considered extreme by the Match Official, he or she may allow a 2 minute break during the course of each half.

4.5. Restrictions on Ground Usage

4.5.1 FFV may take whatever action is deemed necessary if a fixture or fixtures are affected by restrictions to the usage of grounds.

4.6. Match Points

4.6.1 In all competition fixtures, Match points will be awarded as follows:

WIN	-	Three Points
DRAW	-	One Point
LOSS	-	Nil Points
NO RESULT	-	Nil Points for either team

4.6.2 FFV may record any fixture as a 'no result'.

4.7. Non-Participation in FFV Fixture

4.7.1 Clubs are obliged to participate in fixtures as determined by the FFV. Any Club which fails to do so will be penalised as follows and may also be subject to further sanction under the GDT:

- (i) the Match will be awarded to the opposing team (as a 3-0 result),
- (ii) a fine at level BR7 as set out in GDT
- (iii) if both teams refuse to play, FFV may award a 'no result'

4.7.2 If a Club does not have sufficient players to field a reserve and senior team, the senior team shall take priority. Failure to do so will result in a fine at level BR6 as set out in the GDT and the result of both the reserve and senior fixtures will be awarded 3-0 to the opposition.

4.8. Change of Fixture Requests

4.8.1 Change of venues will only be considered in exceptional circumstances. Any application for a change of venue must be submitted to FFV, on Club letterhead and signed by a Club official, no less than 5 working days prior to the Match. FFV will then consider the application and notify both Clubs of its decision.

4.8.2 All fixture change requests must be submitted to FFV on Club letterhead and signed by the appropriate Club officer, by the conclusion of Round 2 of the 2011 season

- 4.8.3 Upon payment of the fixture change request fee set out on the FFV website (in this rule 4.8.1 referred to as **Fee**) a Club may request a fixture change as above. If the request is deemed by FFV to be for legitimate reasons, such as ground closure, FFV will refund the Fee.
- 4.8.4 If the request is judged by FFV to be frivolous (eg. weddings, baptisms, confirmations or other social events) FFV may reject that request without further consideration and not refund the Fee.
- 4.8.5 FFV's decision in regards to rescheduling of league fixtures will be final and binding on all parties and shall not be appealable.

4.9 Finals Series

- 4.9.1 The top four teams in each division will play in a finals series to be played against over two weeks.
- 4.9.2 To be eligible to play in a Finals Series Match a Player must have played a minimum of 6 games for that team in the current Competition Season. This excludes juniors as there is no qualification required for any U16 player to play senior football
- 4.9.3 FFV will fixture finals fixtures from the 3rd of September through to the 12th of September at such times and venues as it sees fit.
- 4.9.4 All suspensions from the regular season will carry over to the Finals Series,

4.10 Knock out cup series

- 4.10.1 (a) All teams in the "S" league competition will play off in a knock out competition over a 3 week period to be determined by FFV during the course of the season.
- (b) Where there is only 4 teams in any competition of the S League in any age group/division, the 1st round of the knock out competition will be considered a bye.
- 4.10.2 To be eligible to play in the 2nd and final rounds, a Player other than a junior Player must have been named on the Match Record in the 1st round of the Knock Out competition in which their team participated.
- 4.10.3 The substitution rule shall apply to all Matches in the Knock out Cup competition other than matches in S League juniors and women's teams.
- 4.10.4 If a club has both seniors and reserves teams alive in the rounds of the K.O. competition, it may name and move Players to either team at will. Provided, that each Player only plays that division on that day. No Player will be permitted to play seniors and reserves on the same day of the Knock Out competition. If one team from that club is eliminated from next round then

any Player named on the Match Record in that losing team is ineligible to participate in the following round. (Juniors are excluded from this they can move into any team above their age group and the normal no more than 2 games in 1 day rule applies)

5. MATCH OFFICIALS

5.1 Referee Fees

5.1 Match Official Fees

5.1.1 For the 2011 Season, the Match Official fees as set out in the FFV website will apply but are subject to change at any time.

Division	Main Match Official	Linesman (if supplied)
Men's League – Seniors	\$80	\$30
Men's League – Reserves	\$55	\$20
Women's League	\$40	\$20
Youth League – U16s	\$40	\$15
Youth League – U14s	\$35	\$15
Youth League – U12s	\$30	\$15
SUB-JUNIORS	\$25	\$15
(a) Un training		\$15

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a) Unless otherwise stated, payment in cash or cheque of all fees for Match Officials must be made prior to the commencement of each fixture otherwise a Match shall not commence.

5.1.2 If a Match is abandoned or postponed, all Match Officials are entitled to receive Match fees in accordance with rules 4.2.5 and 4.3.6 respectively.

5.1.4 The Match Referee and Assistant Referee's will only be paid once both the Match Results and Best and Fairest vote cards are satisfactorily completed as per sections 5.5.2 and 5.5.4 of the Rules of Competition, respectively.

5.2 Assistant Referees

5.2.1 A minimum of 2 Assistant Referees shall be appointed to a fixture to assist the Match Referee.

5.2.2 If insufficient Assistant Referees have been appointed, each team must provide a linesperson to assist the Referee. Failure to comply will result in a 3-0 loss to the offending team or a no result if both teams fail to comply.

5.3 Non-Attendance or unavailability of Match Referee

5.3.1 If the Match Referee fails to honour his or her appointment, the next most senior Referee ('Replacement') will take charge of the fixture.

- 5.3.2 If the Match Referee is late arriving at a fixture, the Replacement will take charge until the Match Referee is ready to take over.
- 5.3.3 If no registered Match Referee is present to act as the Replacement, the Home Club must consult with the visiting team and agree on the appointment of a person to act as Match Referee for the fixture.
- 5.3.4 All Clubs must fulfil all fixtures, regardless of whether or not the Match Referee is present to take charge.

5.4 Decisions of the Match Referee

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

5.5 Duties of the Referee

5.5.1 Pitch & Facility Report

- 5.5.1.1 Prior to the commencement of each match, the Match Referee must complete the Pitch & Facility Report and then ensure all relevant match documentation is lodged with the FFV within two working days.

5.5.2 Match Records

- 5.5.2.1 At the conclusion of each match, the Match Referee shall consult with his or her Assistant Referees and confirm the correctness of all match information before completing both Match Records.
- 5.5.2.2 Match results must be submitted to FFV as per clause 3.9 Match Results.
- 5.5.2.3 Match Referees' Payments are linked to the satisfactory completion of Match Records. See Clause 5.1.4
- 5.5.2.4 If a Club official protests to the Match Referee about the fielding of an ineligible player, the Match Referee must instruct the Club official to lodge an official protest in accordance with the FFV Grievance, Disciplinary and Tribunal By-Law.
- 5.5.2.5 The Match Referee must ensure Clubs do not list more than 16 players on a Match Record for any fixture.
- 5.5.2.6 Subject to any Protest the Match Records received from the Match Referee will be accepted as the accurate and official record of a match.

5.6. Player Safety and Blood Rule

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

5.7. Best and Fairest Votes

- 5.7.1 At the conclusion of each Match, the Match Official must complete the Best and Fairest Votes and, within 30 minutes of the conclusion of the fixture submit these to FFV.
- 5.7.2 All votes must be recorded on the 2011 Best and Fairest Voting Form provided by FFV
- 5.7.3 All votes must be treated with the highest confidentiality.
- 5.7.4 All voting cards must be completed in full, including the players' name, Club and Identity Number.
- 5.7.5 *Eligibility*
 - (a) The Best and Fairest Award shall be voted on in each Match by the Match Official in accordance with this Rule 5.7.

- (b) Votes shall be cast in a 3-2-1 format with 3 votes given for the player adjudged by the Match Official to be the best and fairest in each Match.
- (c) A Player who receives a Suspension as defined in the GDT shall be ineligible to win the award.
- (d) A Player who has a Direct Red Card revoked for mistaken identity shall be eligible to win the award.

6. REGISTRATION

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

7. CODES OF BEHAVIOUR

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

7.1. Overview

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

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

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

7.2. General Principles for all persons involved in sport

- Operate within the Rules and spirit of Football, promoting fair play over winning at any cost.
- Encourage and support opportunities for people to learn appropriate behaviours and skills.
- Support opportunities for participation in all aspects of the sport.
- Treat each person as an individual.
- Display control and courtesy to all involved with the sport.
- Respect the rights and worth of every person regardless of their gender, ability, cultural background or religion.
- Respect the decisions of officials, coaches and administrators in the conduct of the sport.
- Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance will exist) with people under the age of 18 years.
- Adopt appropriate and responsible behaviour in all interactions.
- Adopt responsible behaviour in relation to alcohol and other drugs.
- Act with integrity and objectivity, and accept responsibility for your decisions and actions.
- Ensure your decisions and actions contribute to a safe environment.
- Do not tolerate harmful or abusive behaviours.
- Do not bring the game of Football into Disrepute, by engaging in discriminatory, offensive or criminal behaviour.

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

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

7.3 Players' Code of Behaviour

- Give your best at all times.
- Participate for your own enjoyment and benefit.
- Play by the Rules.
- Do not argue with the Match Official. If you disagree, have your captain or coach approach the Match Official during a break in play or after the Match is concluded.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport.
- Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition.
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Co-operate with your coach, teammates and opponents. Without them, there would be no competition.
- Remove all jewellery prior to training and Match play, as it is a hazard to you and those around you.
- Do not accept or use any banned or unauthorised drug(s), including the consumption of alcohol at any time.

7.4 Coaches' Code of Behaviour

- Place the safety and welfare of the athletes above all else.
- Help each person (athlete, official etc) reach their potential - respect the talent, developmental stage and goals of each person and compliment and encourage with positive and supportive feedback.
- Any physical contact with a person should be appropriate to the situation and necessary for the person's skill development.
- Be honest and do not allow your qualifications to be misrepresented.
- Be reasonable in your demands on younger players time, energy and enthusiasm

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

7.5 Administrators' Code of Behaviour

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

7.6 Match Officials' Code of Behaviour

- Place the safety and welfare of the athletes above all else.
- Be consistent and impartial when making decisions.
- Address unsporting behaviour and promote respect for all people.
- Modify your approach to suit the skill levels and needs of players.
- Praise and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Do not tolerate unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than focus on negative aspects.

- Encourage and promote rule changes to all players and members.
- Be a good sport yourself, as actions speak louder than words.
- Keep up to date with the latest trends in refereeing.
- Remember that you set the example on the park, therefore, your behaviour and comments should always be positive and supportive.

7.7 Parents Code of Behaviour

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

7.8 Spectators' Code of Behaviour

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

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

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

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

7.9 Victorian Code of Conduct for Community Sport

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

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

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

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

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

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

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

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

Code of Conduct

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

- inclusion of every person regardless of their age, gender or sexual orientation
- inclusion of every person regardless of their race, culture or religion
- opportunities for people of all abilities to participate in the sport and develop to their full potential
- respect is shown towards others, the club and the broader community

- a safe and inclusive environment for all
- elimination of violent and abusive behaviour
- protection from sexual harassment or intimidation.

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

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

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

State Sporting Association responsibility

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

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

Implementation of the Code

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

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

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

SSAs and clubs who don't adhere to and enforce the Code will not be eligible for

funding through any SRV grants programs.

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

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

Definitions

Person:

spectator, player, official, club member, participant, administrator, coach, parent or member of the community involved with the sport.

State Sporting Association:

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

MINIMUM REQUIREMENTS FOR EACH VENUE CATEGORY

Heading	Rule #	Venue Class	Requirement
Section 1 - Field of Play and Environs			
General	1.1	All	The field of play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch size	1.2.1	A	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.2	B	Size 1 Pitch Length - Minimum 100 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.3	C & D	Size 2 Pitch Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 68 metres
	1.2.4	Junior	Size 3 Pitch Length - Minimum 90 metres, maximum 105 metres Width - Minimum 50 metres, maximum 68 metres
Run offs	1.3	All	A minimum runoff area of 3 metres to any solid obstruction, including fences and team benches, must be provided.
Goals	1.4.1		Goalposts and nets must be in accordance with the Laws of the Game. The goalposts and crossbar must be made of wood, metal or other approved material. They may be square, rectangular, round or elliptical in shape and must not be dangerous to players. The distance between the posts is 7.32 m and the distance from the lower edge of the crossbar to the ground is 2.44 m. Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm. The goalposts and crossbars must be white.
Goals	1.4.2		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.

They must not have sharp edges protruding that may cause injury.

Corner posts and flags	1.5	All	Corner posts and flags must be in accordance with the Laws of the Game. Posts must not be metal or spring loaded. They must be plastic or wood and stand a minimum of 1.5 metres above the ground with a non-pointed top. Corner flags must not feature nationalistic emblems or reference,
Pitch surface	1.6.1	All	The field of play must be safe and even without trip hazards.
	1.6.2	A	The field of play must have an even grass coverage. No important area of the field, including goal areas, may be significantly without grass.
	1.6.3	All	If a hard-based cricket wicket is present on the field of play it must be covered with soil or be of a material similar to grass. The edges of the wicket must not protrude from the ground or in any way cause a tripping hazard.
	1.6.4	A	The field of play must not include a hard-based cricket wicket.
Pitch surface - synthetic	1.6.5	All	Matches may be played on a pitch with a synthetic surface provided it has been constructed and maintained to FIFA 1 star standard.
Line markings	1.7.1	All	The playing pitch must be clearly marked in accordance with Law 1. The goal lines must be of the same width as the goalposts and the crossbar. All lines must be of the same width, which must be not more than 12 cm.
Line markings	1.7.2	Note	Exception for junior leagues and Men's Thirds and Masters Leagues.
	<i>Intentionally left blank for season 2011</i>		
	1.7.3	All	Only products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses may be used for line marking. Limil, Herbicides and other products such as 'Round Up' that are harmful to a person's health can cause damage to the playing surface are not to be used under any circumstances.

Stretcher	1.8	All	One stretcher suitable for first aid and emergency use must be placed at the half way line prior to the commencement of each Match. The stretcher must remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match. Wooden or canvas stretchers are not suitable.
pitch fence	1.9.1	A & B	A permanent chain wire fence around the pitch meshed to the ground, with a minimum height of 1.1 metres, and at minimum 3 metres in distance from the side lines and goal lines,
	1.9.2	C & D	Where a pitch fence is not in place at least a rope or bunting around the pitch at a height of around 1 metre and a minimum 3 metres in distance from the side lines and goal lines must be in place to provide a clear indication of segregation of the playing area to the
Covered players race	1.10.1	A & B	A covered roof player's race from the dressing rooms to the playing area must be provided. The race must have a minimum height of 2.2 metres and a minimum width of 2 metres. Shade cloth must be provided running the length of the players race and the height must be 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 8 people must be provided.
	1.12.2	D	Two covered team benches or equivalent seating with adequate seating for 5 people must be provided.

Section 2 - Player and Officials Amenities

Players change rooms	2.1.1	A	Four players' lockable dressing rooms (each minimum 25 m2), 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
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1.2 m and have hot and cold water showers.

	2.1.2	B	Four players' lockable dressing rooms (each minimum 25 m2), 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 (each minimum 25 m2) 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 (each minimum 20 m2) must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within or adjacent to the building structure.
Officials room	2.2.1	A	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m2, with a writing desk or bench and chair and have exclusive access to a toilet and shower providing hot and cold water.
	2.2.2	B	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m2, with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.3	C	Match Officials must have exclusive access to a lockable dressing room. The room must be no smaller than 20 m2, with a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
	2.2.4	D	A lockable separate dressing room must be provided for Match Officials, with hot and cold water showers. Toilet access must be provided within or adjacent to the building.
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 room (minimum 15 m2) , 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 room , including basic first aid equipment and a bed or massage table all of which must be kept clean and sterile.
	2.4.3	C	A first aid area , 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.
	2.4.4	D	A first aid area , 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.

Section 3 - Spectator Amenities

public toilets	3.1.1	A	Two toilet blocks must be provided for both male and female patrons (each being a minimum of 20 m ²) situated not more than 50 metres from the playing field. SUBSTITUTE NUMBER OF CUBICLES
	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 must be provided. These may be shared with player/Match Official toilets.
	3.1.4	D	Access to male and female public toilets must be available.
Scoreboard	3.2.1	A	A fully functional permanent and fixed scoreboard (including the names of each participating Club) clearly visible to the majority of spectators and the media/press box must be provided and operated on match day.
	3.2.2	B	A fully functional scoreboard, clearly visible to the majority of spectators must be provided and operated on match day.
	3.2.3	C & D	nil requirements
Precinct parking	3.3	A	Car parking for 200 cars must be available within 400 metres of the ground.
Kiosk	3.4	A	A canteen/kiosk serving hot and cold drinks and snack foods must be provided and operated on match day.
Disabled toilet	3.5	A	Disabled toilet access must be provided.
Undercover seating	3.6	A	Undercover spectator seating for 500 people must be provided.
Public Address system	3.7	A	A fully functional Public Address (PA) system must be provided. The PA must be clearly audible to all parts of the venue, including social areas and operated on match day to make announcements to introduce players, announce scorers and provide emergency instructions to patrons.

Section 4 - Operations and Media

Access	4.1	All	The venue must be accessible by emergency services vehicles.
External fencing	4.2	A	Spectator amenities must be fully enclosed with perimeter fencing at least 1.8 metres high.
Ticket boxes	4.3	A	Two Ticket Box entrances of a structure and design approved by FFV must be provided for the collection of admission fees,

Exits	4.4	A	At least two exits must be provided for patrons. These must be well separated to provide for orderly exit of patrons and players from the venue.
Media and operations viewing area	4.5	A	A media and operations viewing area with unobstructed views of the playing arena and scoreboard must be provided. The media and operations viewing area must be able to accommodate at least eight persons. The media and operations viewing area must be set up to enable media representatives to view the match and work on computer, and include access to power outlets and a writing desk or table and chairs.
Media tower	4.6	A	A media tower of an approved design and structure that can safely cater for television broadcasts, with access to power must be provided.

SCHEDULE 2

Football Lighting Policy 2011

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

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

Mandatory Requirements for Competition Lighting

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

This document:

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

1 Background

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

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

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

The Standard applies to football (soccer) as well as other codes played in Australia. The Standard varies for different levels of play and training.

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

2 Requirements

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

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

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

- amateur;
- semi-professional;
- professional.

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

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

Competition	Minimum Lux ¹	Uniformities ²		Maximum Glare Rating
		U ₁	U ₂	
Victorian Premier League (Seniors), Men's State League 1 (Seniors) (Semi-professional)	200	0.6	0.4	50
All other competitions (Amateur)	100	0.5	0.3	50

¹ Maintained average horizontal illuminance

² Minimum horizontal uniformities

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

3 Process

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

- the lighting requirements are being delivered by the system installed and operating at the venue; and
- the system is sufficiently reliable to enable Matches to be scheduled without fear of disruption to the lighting.

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

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

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

For the required audit the lighting consultant must:

- undertake a review of the installed equipment to assess its characteristics and current potential for compliance with the Standard;
- make such calculations as are necessary to assess compliance with the required Glare Rating;
- undertake an on-field audit using appropriate equipment measuring lux at a minimum of 50 points on the field, including at critical points³ and assess compliance with the lux levels and their uniformity;
- identify any issues of concern relating to the system's reliability; and
- report to FFV in detail on compliance with the Standard or otherwise.

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

³ Measurement points are shown at attachment A.

Certification will be accepted by FFV for a period of two years, after which another audit must be undertaken and Certification provided if the Club wishes to continue to hold Matches at times requiring lighting. The lighting consultant's report to FFV must include details of the installation, measurements obtained in the on-field audit and the calculation of lux, uniformities and glare.

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

4 Ongoing compliance

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

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

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

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

If a Match is halted temporarily or abandoned due to the failure of the lighting to meet the Standard or failure to function at all during a Match the Club must provide evidence to FFV as to the causes of such failure.

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

If the lighting failure was due to any other reason:

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

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