



2026

CLUB HANDBOOK

OVERVIEW

This handbook is designed to assist with frequently asked questions, from Match Day preparations, security, and Referees to playing strip clashes and ground conditions. FV recommends Club's issue a copy of this handbook to team managers to assist them throughout the season. This handbook is issued as a guide only and is based on the 2026 FV Rules of Competition and Regulations. Rules of Competition and Regulations always take precedence. FV will review and update this document yearly and welcomes feedback from anyone involved in the match day delivery of football.

KEY COMPETITIONS CONTACTS AND WORKING HOURS

FV Competitions

Competitions@footballvictoria.com.au

Business Hours (9am-5pm Mon to Fri) 9474 1800 and press '2'.

Community Competitions Weekend Line (5pm Fri to 9am Mon) 0400 028 335

Advanced, Regional & Cup Competitions Weekend Line (5pm Fri to 9am Mon) 0422 527 354

FV Referees

Referees@footballvictoria.com.au

Business Hours (9am-5pm Mon to Fri) 9474 1800 and press '4' for Referees.

Referees Weekend Line (5pm Fri to 9am Mon): (03) 9474 1867

FV Discipline

Discipline@footballvictoria.com.au

Business Hours (9am-5pm Mon to Fri) 9474 1800 and press '3' for Discipline & Tribunal.

FV Registrations

Registrations@footballvictoria.com.au

Business Hours (9am-5pm Mon to Fri) 9474 1800 and press '1' for Registrations.

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PRE GAME

FIXTURE AND VENUE INFORMATION

One of my Teams need to make an amendment to the fixture kick off time/venue, what do I do?

- Fixture Changes are only accepted in exceptional circumstances. If the fixture is unable to be played as currently fixtured, contact FV Competitions at competitions@footballvictoria.com.au.
- Some examples of non-exceptional circumstances are coach and player unavailability, functions etc.

Where do I find the fixture details for my game this weekend?

- Refer to fixtures displayed on Dribl under the [Fixtures](#) tab for the most accurate fixture.

UNSAFE PLAYING CONDITIONS

We have turned up to our fixture and in our opinion, the ground is not safe (no 3m runoffs, poorly constructed goals, ground is flooded etc) what do we do next?

- Raise your concerns to the appointed Referee who can address them with the home Club prior to kick off (e.g. removing excess water from surfaces).
- If the Referee cannot solve the problem, or none are appointed, address the issue with the home Club prior to kick off.
- We encourage Clubs and Referees to play when possible, however if conditions are unsafe, please provide photo evidence of playing conditions and report to FV Competitions via Competitions@footballvictoria.com.au
- FV Competitions will investigate any issues submitted in line with the 2026 Rules of Competition. Any team deemed to have not participated in a fixture without a valid reason, may have as a minimum, a 3-0 result recorded against them.

MATCH BALL REQUIREMENTS

How many match balls are required and who provides them?

- The Home Club shall provide the appointed Referee with three (3) match balls of the appropriate size for that age group as stipulated in the Playing Formats section of this document.
- Mitre Sports Australia will remain the Official and Exclusive Match Ball Partner for all Football Victoria competitions in 2026. Mitre will be the only brand permitted to be used in FV Competitions in 2026.
- As part of this agreement, specific Mitre Ball models have been allocated to each level of competition. Please refer to the table below for the required and recommended match balls for your league:

	NPL VIC Men & Women	U20 & U23 NPL Men & Women	VPL Men & Women	U20 & U23 VPL Men & Women	Reserves – VPL Women
MATCH BALL	Mitre Ultimax PRO 26	Mire Ultimax ONE 26	Mitre Ultimax EVO 26	Mire Ultimax ONE 26	Mire Ultimax ONE 26
MANDATED/ RECOMMENDED	MANDATED	MANDATED	MANDATED	MANDATED	MANDATED
	VETO SPORTS SLM & SLW	Regional Senior Leagues	Advanced Juniors	Community Juniors, MiniRoos & Metro Leagues	Regional Junior Leagues
MATCH BALL	Mitre Delta ONE or higher	Mitre Delta ONE or higher	Mitre Ultimax EVO or higher	Mitre Impel EVO or higher	Mitre Impel EVO or higher
MANDATED/ RECOMMENDED	RECOMMENDED	RECOMMENDED	RECOMMENDED	RECOMMENDED	RECOMMENDED

For more information on ball purchases, please visit www.footballvictoria.com.au/about/partners

PRE GAME

The home Club has not provided the required number of match balls, what do we do?

- As long as one ball is provided the match should go ahead.
- The Referee MUST provide a report of any incident regarding match balls to FV.

PLAYING ATTIRE

The opposition team has arrived in a strip that clashes with ours or the Referees, what happens next?

- It is the away team's responsibility to provide an alternate playing strip that the Referee deems does not clash with the opposition or Referees.
- Where a playing shirt clash is present for an Under 12 & Under 13 Junior Competition Fixture, one Team may wear bibs which distinguish them from the opposing Team and Referees, subject to Rules 3.5.1.i and 3.5.1.j.
- The Referee and Teams are to make every attempt possible to allow the fixture to take place.
- Goalkeepers may wear any colour provided their strip does not clash with either Team or the Referee.
- Clubs are encouraged to bring their home and away playing strips to all games.
- Where there is a dispute over playing strips, FV will investigate the matter in line with the 2026 Rules of Competition.

	SLM & Regional Mens	SLW & Regional Womens	Community Juniors	Metro & Masters
SHIRT	No clash permitted	No clash permitted	No clash permitted	No clash permitted
SHORT	Clash permitted	Clash permitted	Clash permitted	Clash permitted
SOCKS	No clash permitted	No clash permitted	Clash permitted	Clash permitted

	NPLM, NPLW and VPLM (Seniors)	NPLM, NPLW and VPLM (U23s, U19s and U20s)	VPLW and VPLW Reserves	Advanced Juniors
SHIRT	No clash permitted	No clash permitted	No clash permitted	No clash permitted
SHORT	No clash permitted	Clash permitted	Clash permitted	Clash permitted
SOCKS	No clash permitted	No clash permitted	No clash permitted	Clash permitted

PRE GAME

What visible attire can a player wear during a match?

	COMMENTS
GOALKEEPERS	Permitted to wear peaked caps and tracksuit/jogging pants.
JEWELLERY	NOT PERMITTED and must be removed — Using tape to cover jewellery is not acceptable.
HAIR TIES	Material only, non-metallic bobby pins.
EYEWEAR	Spectacles that are specifically designed protective sports glasses (no metal, firmly secured) as per Rules of Competition.
HIJABS/KIPPAHS	Must be black or same as main colour of shirt (players of same team must wear same colour). Must not create danger to wearer or other players. Referees CANNOT check the affixing or touch the garment.
UNDER SHORTS	Must be same colour as players' shorts/shorts trim. Bandage/Skin colour shorts are NOT permitted.
UNDERSHIRTS	Must be same as the main colour of the players' sleeve.
UNDER SOCKS	Must be same colour as the playing socks.

STRETCHERS & FIRST AID

How many stretchers and/or first aid kits must we supply at our venue?

- The home Club must allocate one (1) stretcher per pitch and one (1) First Aid Kit per pitch.
- If a venue does not supply a stretcher and/or first-aid kits, please inform the Referee and they will submit a report to FV. If there is no Referee, the Clubs must submit a report to FV.
- The match must still be played.
- Home Clubs competing in Advanced Junior fixtures are required to provide a L1 Sports Trainer and/or Physio for match day coverage. The L1 Sports Trainer and/or Physio must be made available for both home and away Teams during each Competition Fixture.

PLAYER IDENTIFICATION CARDS

The opposition junior team do not have ID cards, what do we do?

- Player ID cards are mandatory to be uploaded to PlayFootball during the registration process for all players including MiniRoos, Juniors and Seniors.
- Player ID cards are not displayed on Dribl for MiniRoos Competition fixtures.
- Player IDs are mandatory for all Junior teams and can be presented in paper form or electronic form
 - ID Cards must include an eligible photo uploaded to Play Football.
 - ID Cards presented in electronic form, including smart phones, tablets and laptops are valid.
- Team Officials or designated members assigned the role of Reporter, are responsible for confirming the opposition team for a match as part of their game day administration duties. Please see the following link to the Dribl User Guide on how to [confirm opposition team selections & ID cards](#).
- In the event where the DRIBL app is not accessible see link to [ID Card Generator](#).
- A Referee cannot stop a suspected ineligible player from playing. FV encourages that all fixtures are to be played, regardless of Teams failing to provide ID cards.
- For Advanced Junior competitions, no club Associate or Referee may prevent a player from taking the field in an FV Competition Fixture, on suspicion of eligibility, unless that player is unable to present an ID Card.
 - After the conclusion of the fixture, please email competitions@footballvictoria.com.au with all necessary details.

PRE GAME

NO APPOINTED REFEREE (UNDER 12+)

No appointed FV Referee has arrived at our game, what now?

- Clubs can view referee allocations for their fixtures under the match sheet tab on the DRIBL app.
- Where there are Referees allocated but no Referee is present, contact the **FV Referee Weekend Line (5pm Fri to 9am Mon) (03) 9474 1867**.
- All Clubs must fulfill all fixtures, regardless of whether a Referee is present to take charge. Failure to do so may result in disciplinary action.
- If the centre Referee does not show, the next most senior Referee will take charge of the fixture.
- If no registered Referee is present 10 minutes prior to the fixture, both Clubs must agree on a replacement.
- If no agreement is reached, the home Club must appoint a Referee by kick-off time.
- Should the match not be played due to the away team disputing this appointment, the away team may be deemed to have caused the abandonment of the fixture.
- A replacement Referee can be a parent or Club official that knows the relevant Rules and Laws of the Game, for further information go to Club Match Official Guide section.
- FV requires that registered Club volunteer Referee have a Working with Children Check (WWCC) and to always have someone with a WWCC on hand at home games.
- If any match does not kick off within 15 minutes of the scheduled kick off time due to the absence of a Referee, FV will investigate the matter in line with the 2026 Rules of Competition and the home team may be deemed to have forfeited the fixture.
- To [add a non-accredited referee](#) on a match sheet in Dribl, go to Pre Game > Add Official. Enter Name of the official. Tap Official Type and select Non-Accredited Referee.

MATCH SHEETS

Can I use a match book, or do I complete online match sheets through Dribl?

- All Football Victoria competitions (Junior and Senior) must follow the online match sheet process. More information on this process can be found [here](#).
- Match Record Books will not be permitted in the 2026 Season. Online Dribl Match Sheets may be printed out for scoring purposes, however, all changes (including player changes, substitutions etc.) and results must be uploaded to the online Dribl Match Sheet at the commencement of each fixture.
- In the event of an exceptional circumstance where DRIBL is not accessible, a paper match sheet can be generated by following the [How to generate a paper match sheet guide](#).

When do Match Sheets need to be submitted to the Referee?

- All Advanced, State League Men's and Women's and Regional Senior Competitions: Match Sheets must be submitted 60 minutes prior to kick off.
- For all other FV Competitions, 30 minutes prior to the commencement of the fixture.
- If a mistake is made after submission, immediately raise this to the Referee to rectify.

PRE GAME

What details need to be completed on the match sheet?

- Team Selection:
 - Mark players as starting or playing
 - Input Shirt Numbers
- Opposition team confirmation:
 - Review and confirm your oppositions team selection
- All details for Junior Players can be found on their [Player ID Cards](#).
- At the completion of the fixture complete the Match Results and ensure it is approved by both Team Officials and the Referees.
- After the results are added in, press [Complete Match Sheet](#) from the Post Game section. This must be selected to commence the process of updating results, tables and processing yellow & red cards.

THE MATCH

DELAYED KICK-OFF/SHORTENED HALVES

Our match has been delayed for more than 15 minutes, what do we do?

- If the delay is caused by a match in progress wait and play the match immediately after the conclusion of the previous fixture.
- If the match does not go ahead because of a delay the home team must notify FV and it will be investigated in line with the 2026 Rules of Competition.

It's 5 minutes before kick-off and the opposition team has not arrived. What should we do?

- If you have the contact details for your opposition, attempt to contact them.
- Teams have up to 15 minutes after the scheduled kick-off time to be ready before the match is deemed to be forfeited.
- The team present must still sign the match sheet.
- The Referee will report the incident and FV will investigate, and the Referee fee must be covered by the offending team.

FIELD OF PLAY & TECHNICAL AREA

Who is permitted to be in the field of play?

- U12's & U13's, only nine (9) players from each competing team can be on the field at one time.
- U14's & above, only eleven (11) players from each competing team can be on the field at one time.
- No parents or Coaches can enter the field of play without the Referee's consent.

How many people can sit on the team bench/technical area?

- Maximum of 5 Substitutes for U12 and U13 Competitions
- Maximum of 6 Substitutes for all other Competitions
- For Senior Fixtures, a maximum of ten (10) persons are permitted to be within the Technical Area at any given time during a Competition Fixture. Those persons may only include the coach and assistant coach, the Team manager, the substitutes and a registered health practitioner, sports trainer or accredited first aider.
- Only one (1) person is permitted to be standing in the technical area during a match.

ABANDONED/POSTPONED MATCH

Our match was postponed, what now?

- The Club should contact the **FV Community Competitions Weekend Line (0400 028 335)**, **Advanced, Regional & Cups Competitions Weekend Line (0422 527 354)** or email Competitions@footballvictoria.com.au as soon as possible to notify of the match postponement. FV will then reschedule the fixture if required.
- The Referee is entitled to 50% of their match fee in these circumstances.

Our match was abandoned, what now?

- The Club should contact the **FV Community Competitions Weekend Line (0400 028 335)** or **Advanced, Regional & Cups Competitions Weekend Line (0422 527 354)** and submit a [Match Investigation Form](#) located on the FV website via Resources/Clubs/ Form Directory ASAP. FV will initiate an investigation in line with the 2026 Rules of Competition.
- Referees are entitled to receive 100% of their normal match fee.

THE MATCH

INCIDENT REPORTS

There has been an incident (abuse, melee, etc.) at my fixture I would like to report.

What should I do?

- Abuse of any nature is not welcome in our sport. All incidences of misconduct must be reported to FV Discipline.
- Misconduct and Incident Reports can be found [here](#) and must be sent within 48 hours of the fixture to discipline@footballvictoria.com.au

GROUND MARSHALS

COMMUNITY COMPETITIONS

How many ground marshals does each team need to provide?

LEAGUE	MINIMUM GROUND MARSHALS
STATE LEAGUE MEN'S 1,2 & 3	2 per team (4 in total)
STATE LEAGUE MEN'S 4, 5, 6 & 7	1 per team (2 in total)
STATE LEAGUE WOMEN'S	1 per team (2 in total)
ALL OTHER COMPETITIONS (INCL. RESERVES)	1 per team (2 in total)

ADVANCED COMPETITIONS

LEAGUE	MINIMUM GROUND MARSHALS	
	HOME TEAM	AWAY TEAM
NPLM SENIOR	6	2
NPLW SENIOR & UNDER 20's, VPLM 1 & 2 SENIOR	4	2
VPLW Seniors & Reserves, NPLM U23's & U20's, VPLM 1 U23's & U20's, VPLM 2 U23's & U20's, Advanced Junior Boys	2	2
GVYPL	1	1

- Each home & away Club is required to provide the minimum required Ground Marshals for each competition fixture, failure to do so may result in Misconduct under the GDR.
- Please ensure Ground Marshalls are clearly identifiable at the venue (hi-vis).
- For senior fixtures, Ground Marshalls must be listed in the Ground Marshall section of the Team Sheet.
- The expectations of a Ground Marshall are outlined in the handbook which is viewable [HERE](#).

POST GAME

COMPLETING A MATCH SHEET/DISPUTED RESULTS

We had no appointed Referee present. What do we do with the match sheets?

- Ensure each team's Match Sheet is approved by both team officials.
- Select Complete Match Sheet on the Dribl (must be selected to commence the process of updating results, tables and processing yellow & red cards).
- **Advanced, Community Senior (SLM & SLW) and Regional Senior Competitions -**
Complete the Online Match Sheet Process and send copies of the team sheets to Competitions@footballvictoria.com.au
- **Metro & Masters, Community Juniors** – Where there is no appointed Referee, the home team Club official with the Dribl access role 'Team Reporter' must go into Dribl and enter all the match details into the system correctly. These Match Sheets are not required to be sent to FV. The individual officiating the fixture is required to be added to the match sheet through the [add official function](#).

An appointed Referee has attended the match. What do we do with the match sheets post match?

- **Online Match Sheets:** Once the Referee has completed the match details on the match sheet and both Club officials have checked the information and verified it is true and correct, they must complete the match sheet.
- The Referee will be responsible for inputting the match results.

We disagree with a detail recorded on the match sheet. What can we do?

- Alert the Referee of the disagreement immediately and ensure the fixture is played.
- Submit a [Match Investigation Form](#) (available on our website) with a copy of the match sheet for investigation within 7 days of the fixture.
- Club Officials are always required to approve the match sheet after every match.

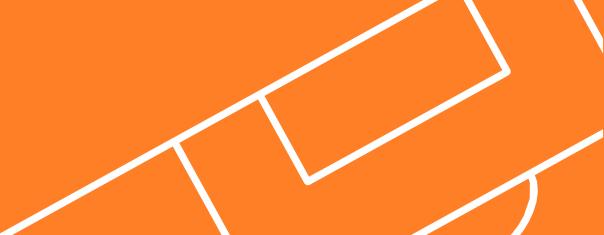
I have submitted the match sheet but realise there is a mistake or I need to make a change.

- Talk to the Referee at a break and inform them of the amendment to the match sheet that is required.
- The Referee or the Opposition team will need to unconfirm your team selection for you to make amendments to the match sheet and resubmit.

ENTERING RESULTS ON DRIBL & LOGIN ISSUES

By what time do match results need to be entered?

- **All Competitions**
 - All results including goal scorers, substitutions and cautions shall be submitted by the Referee at the conclusion of the Competition Fixture and no later than midnight on the day of the Competition Fixture.
 - If no FV Referee has officiated the Competition Fixture, the Home Team must submit the Match Result, including goal scorers and card recipients, within 48 Hours following the conclusion of the match via Dribl.



INJURY MANAGEMENT

What should we do if there is a significant injury or emergency?

- In an emergency, call 000.
- In first instance, only trained first aid personal should attend to an injured player/supporter.
- FV encourages Clubs to have an Emergency Management Plan including the location of the nearest hospital, doctor, ambulance access point, defibrillator and first aid equipment. This should also include a list of trained first aid Club officials.
- For insurance claims, go to www.gowgatessport.com.au/football/

PLAYER ELIGIBILITY

INELIGIBLE PLAYER

We believe the opposition has fielded, or is fielding, an ineligible player (over-age, suspended, too many matches in a higher league, etc). What should we do?

- Raise the query with the Referee who can check player ID cards on Dribl.
- The Referee CANNOT stop a suspected ineligible player from participating.
- The Referee MUST report the query being brought to their attention by the opposition Club as an Incident Report.
- If the suspected player participates in the fixture, the opposition team must still play the fixture, or they may be considered to have failed to complete an FV competition fixture.
- For Advanced Junior Competitions, no Club Associate or Referee may prevent a player from taking the field in an FV Competition Fixture on suspicion of ineligibility, unless that player is unable to present an ID Card.

SUBMITTING A REQUEST FOR A MATCH INVESTIGATION

- During the fixture, the opposition team should take photographic or video evidence of the suspected ineligible player participating in the fixture to submit with the match sheet to FV Competitions. This evidence can only be used for this purpose.
- Player ineligibility will only be investigated by FV if a match investigation form is submitted within 7 days of the fixture. The match investigation form can be found under Clubs & Comps > Discipline > Reporting & Forms > Match Investigation Submission Form at footballvictoria.com.au.
- The Club must include any photographic or video evidence and any other relevant information to FV to investigate in line with the 2026 Rules of Competition.

RED & YELLOW SUSPENSIONS

Our player received a Red Card last week but has not been notified of their suspension officially. Can they play?

- No. If a player has been shown a Red Card, they automatically miss their next fixture no matter what the charge is.
- If you are unsure, please contact the Discipline Department during business hours (Monday to Friday 9am-5pm) - Or visit the FV website to check the [Suspension Register](#).

Our player has received their 5th/10th/15th yellow card of the season but has not been notified of their suspension officially, can they play?

- The Suspension Register is always the first point of notification.
- With accumulated yellow card suspensions (across multiple Teams if applicable), the suspension starts when the Club has been notified and/or it has been published on the FV website.
- If you believe your player has received their 5th/10th/15th yellow card but has not been notified, please contact the Discipline Department.

For more information on Discipline Procedures & Handbook, the Grievance & Discipline and Regulations and Suspensions, please visit the [FV Website](#).

PLAYER ELIGIBILITY

PLAYER DISPENSATION

The opposition say they have dispensation for an older player to play down, do they need permission for this?

- Yes.
- The team must carry written approval from FV with them on match day and must be able to show the letter to the Referee upon request.
- These player/s still need to present an ID card as per normal.

The opposition say they have dispensation for an older player to play down, what happens if they are unable to show the letter to the Referee upon request?

- The Referee CANNOT stop a player with dispensation from participating in the fixture if they are unable to produce a dispensation letter.
- The Referee and opposition team must submit a request for a match investigation to confirm if the player has been granted dispensation to play by FV or not. This must follow the process as outlined on Page 13 for an ineligible player.

Under what circumstances are Player Dispensations granted?

- Community Competitions: Please refer to [FV's Dispensation Policy](#) for all information regarding the dispensation categories available & process. The policy can be found on our website under Club Resources/Rules and Regulations.
- Advanced Junior Competitions: Please refer to the [FV Late Developers Dispensation Information](#).
- No Dispensations are allowed for Advanced Senior Competitions.

MiniRoos Competitions

- MiniRoos players can move freely between age groups (Under 6 to Under 11), playing above or below their age group as determined by their current stage of development. If the player is unable to participate in their right age group, it is preferable that participants play down one (1), or no more than two (2), age groups. This does not require a Dispensation.
- Clubs with Under 12 players wanting to play in MiniRoos Competitions need to request a letter of dispensation from FV to have present on match day.

CLUB MATCH OFFICIAL GUIDE

MATCH DAY CHECKLIST

PREGAME

Match Sheets

- Ensure that both Teams have submitted their Match Sheet correctly.
- Team Officials confirm opposition team selections and ID cards.

Equipment Checklist

- Stopwatch / wristwatch, whistle, cards, flags, notebook, pen and coin.

Uniform

- Vest, no Club logos, shorts, socks, and boots to be comfortable.

Warm Up

- To avoid injury, ensure that you allow enough time complete a warm up and stretch. You can inspect the pitch at the same time as you warm up.

THE MATCH

Assistant Referees

- Request an assistant Referee from each team—thank them for volunteering and confirm your expectations of them.

Coin Toss

- Complete the coin toss and commence the match.
- Write down any goal scorers, yellow cards and red cards in your notebook.
- In Senior Fixtures also record the substitutions in your notebook.

POST GAME

Match Sheets

- A team official from each team must complete the match sheet. Once the match sheet is completed, the updated full-time score, yellow/red cards, and goal scorers can be added in.
- If an incident occurred during the fixture, please submit an incident report on the FV website. This process is outlined on Page 12.

CLUB MATCH OFFICIAL GUIDE

MISCONDUCT REPORT

I am a Club Match Official and have issued a red card to a player, what should I do?

- Submit the offence on the FV website: Referee > Referee Resources > Links, Documents & Resources > [Post-Match Submission Form](#).
- Ensure the home team submits the Red Card and who received the caution in Dribl (along with the result).
- A brief and accurate outline of the incident is required to be sent to discipline@footballvictoria.com.au

INCIDENT REPORTS

An incident has occurred at a fixture I refereed, how do I submit a report?

- Misconduct and Incident Reports can be found on the FV website (Discipline > Reporting & Forms > Match Incident Report Form) or found [here](#). This must be submitted and emailed to discipline@footballvictoria.com.au within 48 hours of the fixture.
- Call FV Discipline for further advice 9474 1800 (press 3 for Discipline) if required.

HOW TO MANAGE CONFLICT DURING THE GAME

Be proactive to avoid any potential problems later in the game. For example:

- Quiet Word—given on the run e.g., “take it easy/good tackle, but be careful”
- Public Warning—use your whistle when the ball is out of play, call the player over to you and let them know this is their final warning
- Yellow Card—show the player a yellow card
- Red Card—show the player a red card

Mass Confrontation/Melee

1. Use your whistle and voice to separate players—do not touch the players
2. Deal with any injury, and remember where to restart the game
3. Deal with the original offence
4. Deal with the player who became involved
5. Call both captains in and remind them of the conduct that is expected
6. Restart Play

MINIROOS GUIDELINES

MINIROOS PLAYING FORMATS

MiniRoos provides an enjoyable participation experience for young people of all abilities with a major focus on skill development through freedom of expression, minimal Coaching, and limited emphasis on the scoreboard.

The nationally consistent playing formats for the Under 6 to Under 11 age groups are as follows:

	UNDER 6 & 7	UNDER 8 & 9	UNDER 10 & 11
NUMBER	4 v 4 (+3 subs)	7 v 7 (+4 subs)	9 v 9 (+5 subs)
PITCH SIZE	30m x 20m	1/4 Full Size Pitch Min: 40m x 30m Max: 50m x 40m	1/2 Full Size Pitch Min: 60m x 40m Max: 70m x 50m
PENALTY AREA	Nil	5m depth x 12m width	10m depth x 20m width
GOAL SIZE	Width: 2m Height: 1m	Width: 3m Height: 2m	Width: 5m Height: 2m
GOAL TYPE	Goals, poles, or markers	Goals, poles, or markers	Goals, poles, or markers
BALL SIZE	Size 3	Size 3	Size 4
GOAL KEEPER	No	Yes	Yes
PLAYING TIME	2 x 20 minutes	2 x 20 minutes	2 x 25 minutes
HALF TIME	5 minutes	5 minutes	5 minutes
SLIDE TACKLES	Coaches and Game Leaders should encourage all players to remain on their feet when defending.		

PLAYER ELIGIBILITY

MiniRoos Players can move freely between age groups (Under 6 to Under 11) and league categories (Joeys, Wallabies and Kangaroos). If the Player is unable to participate in their rightful age group, it is preferable that participants play down one (1), or no more than two (2), age groups based on their current stage of development.

Keeping a Player in a Team where they are no longer challenged or are finding their experience too challenging is detrimental to the Player's development where the child may lose interest in the sport. FV encourages Coaches to initially place Players in Teams according to their age; however, the Player's progress should be monitored week to week and moved to a Team that is more suited to the Player if required.

Under the Victorian Equal Opportunity Act, it is unlawful to discriminate on the ground of sex or gender identity up until the age of 12 years. Players over 12 years old may be treated differently in certain circumstances, including in relation to aspects of strength, stamina or physique, to maintain pathways and to foster participation.

To be eligible to play all Participants must be registered to their Club via Play Football and made active by their Club.

MATCH POINTS AND RESULTS

No results are recorded in MiniRoos, and we ask that Clubs do not place any emphasis on winning, losing or keeping scores. If a Club posts results online FV will request for the result to be removed and a penalty will apply for repeat offences. MiniRoos has the focus is the enjoyment of the game and learning, not winning. No match sheets are required.

MINIROOS GUIDELINES

COMPOSITION OF LEAGUES

There are three categories of grades offered in MiniRoos: Kangaroos, Wallabies & Joeys

Clubs will self-categorise their Teams during the Team Entry process. All Teams will be placed in a league that corresponds to the requests where possible. FV advises Clubs to categorise their MiniRoos Teams according to the guidelines in the table.

Fixture Changes

MiniRoos games follow the fixture change process, to ensure that everyone is made aware of any alterations and the fixture details are updated to reflect the change online. FV will consider fixture changes if written consent is provided to FV by registered officials of both Clubs no later than 7 days prior to the fixture.

Scheduled FV Competition Catch Up Rounds will only be used in the event of postponed or abandoned FV Competition Fixtures. FV's decision regarding the rescheduling of FV Competition Fixtures will be final and binding on all parties and shall not be appealable.

NON-PARTICIPATION & FORFEITS

MiniRoos will follow a strict 'no-show' policy. Failure to do so may result in a fine and other action under the GDR. Clubs are to inform FV of any Teams that do not participate in a fixture without notice by contacting FV via competitions@footballvictoria.com.au

ABANDONED & POSTPONED

MATCHES

If a match is not able to be played Clubs are welcome to liaise with each other to reschedule the match to a time that best suits both Teams. Please note FV requires written consent from both Teams to sanction the fixture and update it online. It is advised that Catch Up Rounds are used in such instances. FV will not reschedule missed MiniRoos matches.

	KANGAROOS (STRONG SKILLS)	WALLABIES (DEVELOP SKILLS)	JOEYS (LEARN SKILLS)
U6	Born in 2020, have a strong grasp of football skills or are born 2019 and beginning in football.	Born in 2020, played U7 MiniRoos and are beginning to develop their football skills , or born in 2017 and have no previous football experience.	Born in 2020, are first year Players with no or little previous experience in MiniRoos
U7	Born in 2019, have a strong grasp of football skills or are born 2018 and beginning in football.	Born in 2019, played U6 MiniRoos and are beginning to develop their football skills , or born in 2018 and have no previous football experience.	Born in 2019, are first year Players with no or little previous experience in MiniRoos
U8	Born in 2018, have played U7 MiniRoos and have a strong grasp of football skills or are born 2017 and beginning in football.	Born in 2018, played U7 MiniRoos and are beginning to develop their football skills , or born in 2017 and have no previous football experience.	Born in 2018, are first year Players with no or little previous experience in MiniRoos.
U9	Players born in 2017, who have played two years of MiniRoos and have a strong grasp of football skills or are born in 2016 and are beginning to develop their football skills.	Born in 2017, have played 1-2 years of MiniRoos and are beginning to develop their football skills or born in 2016 & have no previous experience in MiniRoos.	Born in 2017, are first year Players with no or little previous experience in MiniRoos.
U10	Born in 2016, have played 3 years of MiniRoos and have a strong grasp of football skills , or are born in 2015 and are beginning to develop their football skills.	Born in 2016, have played 1-3 years of MiniRoos and are beginning to develop their football skills , or are born in 2015 and have no previous experience in MiniRoos.	Born in 2016, are first year Players with no or little previous experience in MiniRoos.
U11	Born in 2015, have played 4 years of MiniRoos and have a strong grasp of football skills .	Born in 2015, played 1-4 years of MiniRoos and are beginning to develop their football skills .	Born in 2015, are first year Players with no or little previous experience in MiniRoos.

MINIROOS GUIDELINES

INTERCHANGE

Players may be rotated on and off the field at any time during the game. A Coach may make changes while the ball is in play, ensuring the player is off the field before the substitute goes on.

Regular rotation of players is key. All Players should be rotated so they get as much playing and rest time as each other. If there is space, substitutes are encouraged to set up small-sided games or practice their skills in a designated area, not interfering with play.

FAIR GAME TIME

FV strongly encourages Clubs to give players an opportunity to participate on match days. The way a Club/Coach chooses to manage the Team and/or game time minutes for the Team is at the Club/Coaches discretion.

FV advises Clubs that it is the collective responsibility of their Club Administrators, Coordinators, Coaches, and Parents, to prioritise that all Players are given equal opportunity to enjoy their football regardless of age, gender and/or ability get to take the field.

Ideally, this would involve all Players receiving equal game time either on a weekly basis, or over the course of the season.

GAME LEADER

The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist Players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all Players have fun and have maximum involvement. As the Players are learning at this level, it is important to be flexible and patient.

The Game Leader can be a Club Official, Parent, Older Child/layer or a beginner Referee and should always be enthusiastic and approachable.

The Game Leader should instruct Players on how to behave and enforce the rules, with minimal blowing of the whistle. They should assist Players with learning aspects of the game such as what a foul is and what a free kick is.

The Game Leader should:

- Promote Player development, participation and fun;
- Ensure the correct numbers of Players are on the field;
- Give advantage to the attacking Team and let the game flow, limit stoppages;
- Instruct Players in the first instance and explain the Rules before blowing the whistle;
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts;
- Ensure Team Officials and Parents create an enjoyable and positive playing environment for the children;
- Ensure Team officials and Parents uphold a Player development and participation focus rather than an emphasis on winning and losing;
- Ensure a safe playing environment for the children;
- Praise and encourage both Teams;
- Be enthusiastic, consistent and approachable.

MINIROOS GUIDELINES

Children look up to the people around them, so it is important that all Coaches, Parents, Club Officials, Spectators act professionally at all times. There should be no swearing, smoking, consumption of alcohol or drugs use in front of the Participants. Be sure to encourage the Participants, be positive, and most of importantly enjoy themselves.

PLAYER REGISTRATION

All MiniRoos participants MUST be registered via PlayFootball prior to participating in MiniRoos Competitions. The online player registration system can be found here: [Football Australia](#)

If a participant takes part in MiniRoos with a Club and is not registered in accordance with these Guidelines, the participant WILL NOT be covered by the FV's Insurance provider.

COACHING

For the Under 6 to Under 9 age groups of MiniRoos FA and FV strongly encourage that all Coaches and Game Leaders complete a MiniRoos Certificate (Discovery Phase). The course is 3 hours, practical and encourages Coaches to develop practices that are FUN. For the Under 9 to Under 11 age groups the Skill Training Certificate (Skill Acquisition Phase) is recommended.

Coaches and Game Leaders are encouraged to register for a Certificate on [Play Football's Find a Course](#). To register for a Certificate course to be held at their Club simply contact our Coaching Department at coaching@footballvictoria.com.au

RESOURCES

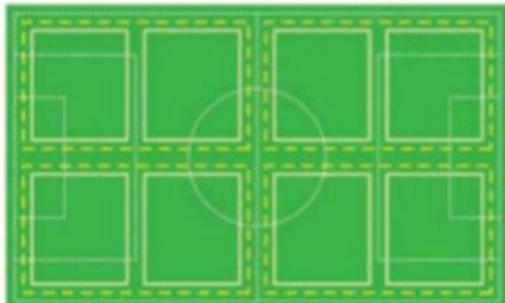
A dedicated MiniRoos website has been established at www.miniroos.com.au. The [Playing-Formats-and-Rules.pdf](#) provides a great overview of the Formats and Rules for each MiniRoos age group.

PITCH SET-UP

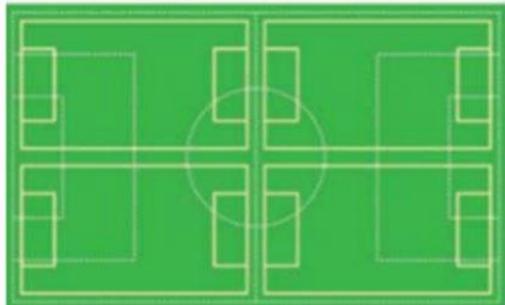
For each age group of MiniRoos there are differing field set-ups.

Field Markings – Cones, markers or painted line marking are suitable. This includes the penalty areas in the U8 – U11 age categories. The below diagrams outline how MiniRoos pitches should look when set-up on a full-size football field:

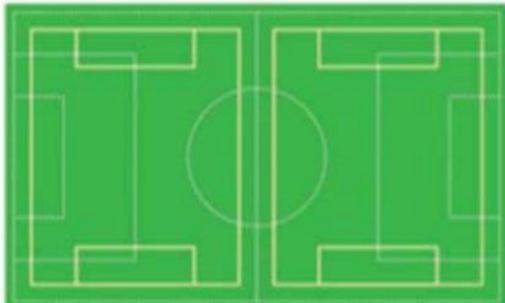
U6 & 7:



U8 & 9:



U10 & 11:



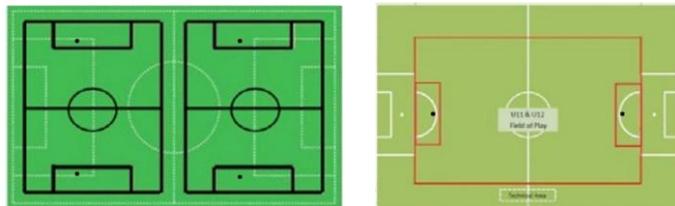
U12 & U13 GUIDELINES

CATEGORY	UNDER-12 & UNDER-13 FORMAT
Age	1st January 2014 (U12) 1st January 2013 (U13)
Team Size	9v9 (including goalkeeper) Max of 6 Substitutes
Field Size	60-70 meters length, 40-50 meters width
Match Duration	2 x 30-minute halves, 5-10-minute halftime
Ball Size	Size 4 ball
Offside	Yes
Interchange	Interchange allows for constant player rotation

COMPETITION RULES

Under 12 & 13 competition is played under FIFA Laws of the Game with modified rules to assist players in their development and also refine the transition to 11v11 football.

Field Markings: All field markings as required for a full-size pitch, including the penalty area. Field markings can be marked with paint, or flat markers. Painted lines must be a different colour to any existing line markings used for the full-size pitch.



Offside rule: The offside rule will be included in the Under 12 & 13 competition as it is an integral rule to the game of football. 9v9 on the recommended size pitch will help players learn the rule as there is no longer as much space between the halfway line and the opposition goals.

Penalties: In accordance with FIFA, a penalty kick will be awarded if a player commits a direct free kick offence inside their penalty area.

Goalkeeper: The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from

the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or dropkick the ball from their hands.

Goal kick: Goal kicks can be taken from anywhere within the 6-yard line (penalty area in half pitch games). Opponents must be at least 10m away (or 5m away in some local rules) from the penalty area until the ball is in play. The ball is in play once it is kicked and clearly moves. Players from the defending team may receive the ball inside the penalty area from a goal kick.

Throw ins: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Corner kicks: Opponents must be at least 6 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

Discipline: Red or Yellow cards will be issued to players in Under 12 & 13 Competitions. For any fouls that would ordinarily result in a red card, the Referee will instruct the player to leave the field of play for the remainder of the match, any player sent from the field of play may be replaced by another player at the time of the offence. In this instance, neither team will be required to play with fewer than 9 players.

For any offense that would ordinarily result in a red card for violent or offensive behaviour (i.e. R2 - Violent conduct, R3 – Spitting, R6 – uses offensive or insulting or abusive language / gestures) the Referee will be required to submit a misconduct report to FV which may result in further disciplinary action for that player.

Playing time: Both formats should ensure that all players receive equal playing time and the opportunity to develop their skills. This will help to build confidence in young players, promote inclusivity and fair competition & prevent burnout or frustration that could occur if some players are sidelined.

BVYPL & BYSL U13-U18 FACT SHEET

PLAYING FORMATS

The table below summarises the playing formats for Under 13 – Under 18 Boys Victorian Youth Premier League and Boys Youth State League:

CATEGORY	GUIDELINES
THE NUMBER OF PLAYERS	U13: Maximum of 14 players may be named on match record. U14 – U18: Maximum of 17 players may be named on match record.
NUMBER OF INTERCHANGE PERIODS	U13: Maximum of 5 interchange periods during competition fixture U14: Maximum of 2 interchange periods per Team in each half U15 – U18: Maximum of 3 interchange periods per Team in each half
THE FIELD OF PLAY	U13: Length: 60m (min) – 70 (max) Width: 40m (min) – 50m (max) U14-U18: Length: 90m (min) – 110 (max) Width: 50m (min) – 74m (max)
GOAL SIZE	Conform with the IFAB Laws of the Game
BALL SIZE	U13: Size 4 U14-U18: Size 5
DURATION OF GAME	U13: 2 x 30 minute halves (= 60 minutes) U14: 2 x 30 minute halves (= 60 minutes) U15: 2 x 35 minute halves (= 70 minutes) U16: 2 x 40 minute halves (= 80 minutes) U17: 2 x 45 minute halves (= 90 minutes)
PENALTY AREA	Conform with the IFAB Laws of the Game

RECORDING OF GAMES

All BVYPL and BYSL Competition fixtures must be recorded by the Home Team and made available to Football Victoria upon request.

THROW INS, CORNER KICK AND GOAL KICK

Throw in, corner kick and goal kick rules will be applied using the IFAB Laws of the Game. View the Laws of the Game [here](#).

DISCIPLINE

Red or Yellow cards can be issued to players in the BVYPL and BYSL competitions.

For any offence that would ordinarily result in a red card for violent or offensive behaviour (i.e. R5 - Violent conduct, R3 - Spitting, R6 - Uses offensive or insulting or abusive language/ gestures) the Referee will be required to submit a misconduct report to Football Victoria which may result in further disciplinary action for that player.

KIT CLASH

PLAYING SHIRT	SHORTS	SOCKS
No Clash Permitted	Clash Permitted	Clash Permitted

PLAYING UP OR ACROSS SQUADS

Community players are permitted to play up into BVYPL and BYSL as long as they are age eligible for that competition. Community players may only play a maximum of 9 fixtures in the Advanced Junior Competition across the Competition Season including finals.

BVYPL and BYSL players are eligible to play up into any BVYPL/BYSL/NPL U19s/NPL U23s/VPL U19s/VPL U23s. For BVYPL and BYSL players to be eligible to play up into the NPL/VPL Men's Senior team they must have registered within the NPL/VPL Men's registration windows.

Advanced Junior Registrations open on Tuesday 9 December 2025 and will close Friday 31 July 2026.

GVYPL U13-U17 FACT SHEET

PLAYING FORMATS

The table below summarises the playing formats for Under 13 – Under 17 Girls Victorian Youth Premier League:

CATEGORY	GUIDELINES
THE NUMBER OF PLAYERS	U13: Maximum of 14 players may be named on match sheet. U15 – U17: Maximum of 17 players may be named on match sheet.
NUMBER OF INTERCHANGE PERIODS	U13: Maximum of 5 interchange periods during competition fixture U15: Maximum of 2 interchange periods per Team in each half U17: Maximum of 3 interchange periods per Team in each half
THE FIELD OF PLAY	U13: Length: 60m (min) – 70 (max) Width: 40m (min) – 50m (max) U15-U17: Length: 90m (min) – 110 (max) Width: 50m (min) – 74m (max)
GOAL SIZE	Conform with the IFAB Laws of the Game
BALL SIZE	U13: Size 4 U14-U18: Size 5
DURATION OF GAME	U13: 2 x 30 minute halves (= 60 minutes) U15: 2 x 35 minute halves (= 70 minutes) U17: 2 x 40 minute halves (= 80 minutes)
PENALTY AREA	Conform with the IFAB Laws of the Game

RECORDING OF GAMES

All GVYPL Competition fixtures must be recorded by the Home Team and made available to Football Victoria upon request.

THROW INS, CORNER KICK AND GOAL KICK

Throw in, corner kick and goal kick rules will be applied using the IFAB Laws of the Game. View the Laws of the Game [here](#).

DISCIPLINE

Red or Yellow cards can be issued to players in the GVYPL competitions.

For any offence that would ordinarily result in a red card for violent or offensive behaviour (i.e. R5 - Violent conduct, R3 - Spitting, R6 - Uses offensive or insulting or abusive language/ gestures) the Referee will be required to submit a misconduct report to Football Victoria which may result in further disciplinary action for that player.

KIT CLASH

PLAYING SHIRT	SHORTS	SOCKS
No Clash Permitted	Clash Permitted	Clash Permitted

PLAYING UP OR ACROSS SQUADS

Community players are permitted to play up into GVYPL as long as they are age eligible for that competition. Community players may only play a maximum of 9 fixtures in the Advanced Junior Competition across the Competition Season including finals.

Unlimited GVYPL players are eligible to play up into any NPL Women's (U20 or Senior Team).

A Club which does not hold a NPLW Senior Participation licence may field players up in age groups from its JGNPL teams into its Victorian Premier League Women's (VPLW).

Advanced Junior Registrations open on Tuesday 9 December 2025 and will close Friday 31 July 2026.

PLAYING FORMATS

	UNDER 12 & 13 (9v9)	UNDER 14	UNDER 15
BORN ON/AFTER	1st January 2014 (U12) 1st January 2013 (U13)	1st January 2012	1st January 2011
PLAYER ID CARDS	Yes	Yes	Yes
BALL SIZE	Size 4	Size 5	Size 5
PLAYING TIME	2 x 30 Minutes	2 x 30 Minutes	2 x 35 Minutes
HALF TIME BREAK	Min: 5 minutes Max: 10 minutes	Min: 5 minutes Max: 10 minutes	Min: 5 minutes Max: 10 minutes
OFFSIDE	Yes	Yes	Yes
PITCH SIZE	Half Pitch or Box to Box	Full Pitch	Full Pitch
SUBSTITUTES	5 Subs, Interchange	6 Subs, Interchange	6 Subs, Interchange

	UNDER 16	UNDER 17	GIRLS UNDER 17/18	UNDER 18 - 21
BORN ON/AFTER	1st January 2010	1st January 2009	1st January 2008	18 - 1st January 2008 21 - 1st January 2004
PLAYER ID CARDS	Yes	Yes	Yes	Yes
BALL SIZE	Size 5	Size 5	Size 5	Size 5
PLAYING TIME	2 x 40 Minutes	2 x 40 Minutes	2 x 45 Minutes	2 x 45 Minutes
HALF TIME BREAK	Min: 5 minutes Max: 15 minutes			
OFFSIDE	Yes	Yes	Yes	Yes
PITCH SIZE	Full Pitch	Full Pitch	Full Pitch	Full Pitch
SUBSTITUTES	6 Subs, Interchange	6 Subs, Interchange	6 Subs, Interchange	6 Subs, Interchange

NOTE: The playing formats specified in this handbook are only relevant to the FV Metropolitan and Advanced Junior competition age groups. Senior Advanced and Cup Competitions formats are located on the FV website.

REFEREES

How much do referees cost and how do they get paid?

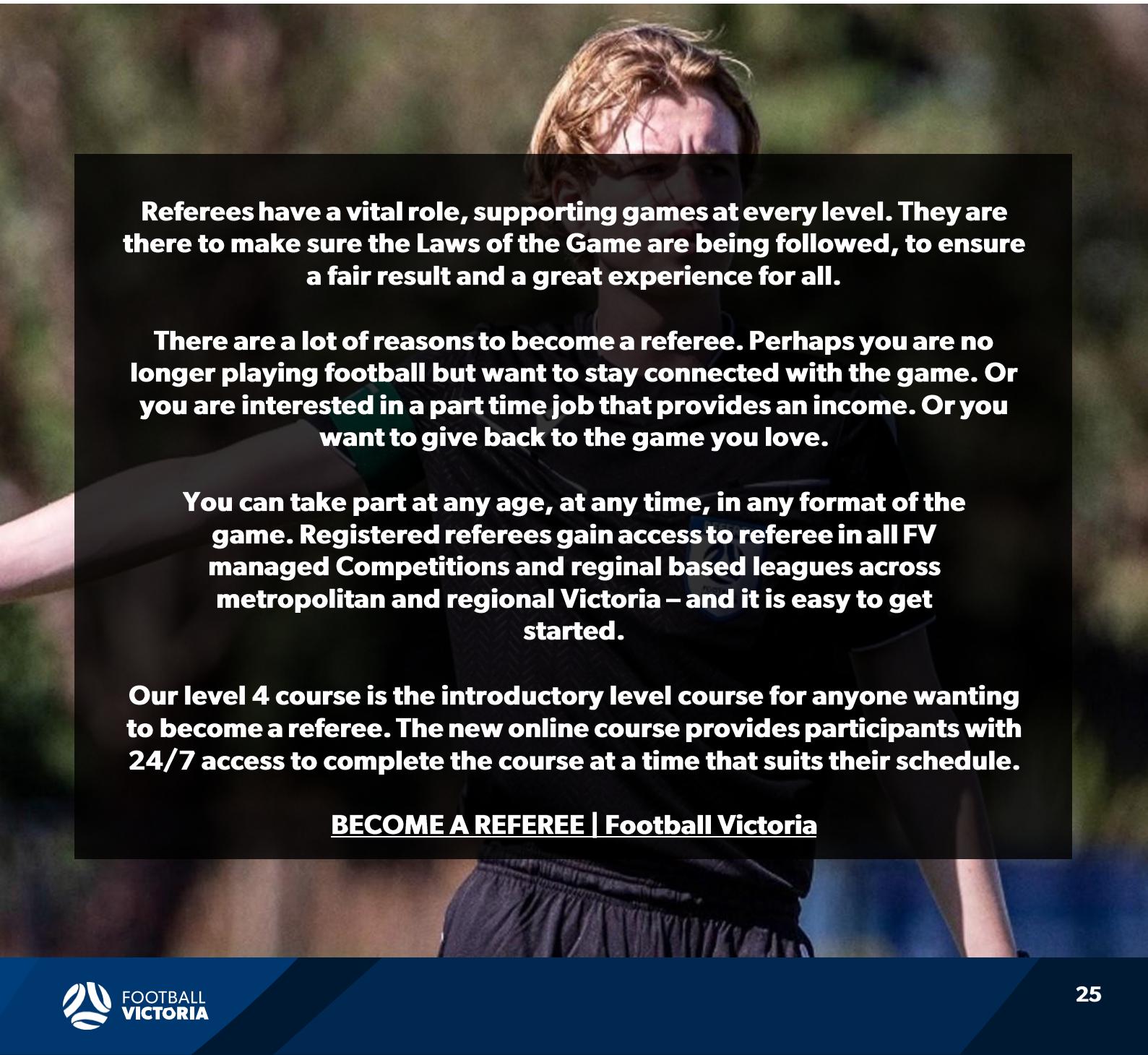
Please use the links below to determine the amount:

- [Referee Fee Schedule](#) (Includes all Advanced, Cup, Community and Regional FV Competitions)
- All Referee payments are conducted through FV via Dribl through a [Stripe Connect Account](#).
- No clubs are required to pay the referee upfront on match day.

REFEREE FEEDBACK

I'd like to provide FV with some feedback on the referee from our game?

- [Club Feedback Report](#)



Referees have a vital role, supporting games at every level. They are there to make sure the Laws of the Game are being followed, to ensure a fair result and a great experience for all.

There are a lot of reasons to become a referee. Perhaps you are no longer playing football but want to stay connected with the game. Or you are interested in a part time job that provides an income. Or you want to give back to the game you love.

You can take part at any age, at any time, in any format of the game. Registered referees gain access to referee in all FV managed Competitions and regional based leagues across metropolitan and regional Victoria – and it is easy to get started.

Our level 4 course is the introductory level course for anyone wanting to become a referee. The new online course provides participants with 24/7 access to complete the course at a time that suits their schedule.

[BECOME A REFEREE | Football Victoria](#)

FV CONTACTS, POLICIES & USER GUIDES

FV HEAD OFFICE

3 Sports Drive
Bundoora VIC 3083

POSTAL ADDRESS

PO Box 124
La Trobe University, VIC 3083

CONTACT US

Phone: (03) 9474 1800
Office Hours: 9:00am to 5:00pm Monday to Friday
General Enquiries: info@footballvictoria.com.au

RULES, REGULATIONS & POLICIES

All rules, policies and user guides can be found on the Football Victoria website.

Clubs & Comps > Rules, Regulations & Policies

- Competition Rules & Regulations
 - *2026 Community Rules of Competition*
- Football Policies
 - *Dispensation Policy*
 - *Match Day Risk and Security Policy*
 - *Extreme Weather Policy*
- Registration Regulations
 - *FV Registration Regulations*
- GDT Overview
 - *2026 Grievance & Disciplinary and Regulations (GDR) Document*

DRIBL USER GUIDES

Dribl User Guides are available on the Football Victoria website

Clubs & Comps > Systems & Software > [Dribl: Competition Management Platform](#)

Dribl Help Resources:

- [Dribl Log In & Access](#)
- [Dribl User Guides](#)
- [Dribl Club Administrator User Guides](#)



LOVE THE GAME NOT THE ODDS

Concerned your kids think betting on sport is normal?

The first generation to grow up with sports betting advertising - young men (18 to 24 years) - make up a third of sports bettors in Victoria, and participation by young women is rising.*

The Love the Game program aims to interrupt the normalisation of betting on sport. Take a stand on an important community issue. Join 500+ Victorian sporting clubs to say no to sports betting sponsorship.

Sign up your club today, it's free to join

For more information, visit lovethegame.vic.gov.au/join-love-game/

*Victorian population gambling and health study 2018-2019



@lovethegame

@responsiblegambling





DRIBL

Senol