



VICTORIAN CLUB
STATE
CHAMPIONSHIPS



2026
RULES OF
COMPETITION

DRIBL



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2. GENERAL MATTERS

2.1. APPLICATION

- 2.1.1. These Rules shall be subject to amendment in FV's absolute discretion, including where required as a result of Government regulation(s). If these Rules are amended for any reason, FV will take reasonable steps to notify Teams of the amendment(s).
- 2.1.2. In addition to any consequences stated in the Rules, any proven breach of or failure to comply with an obligation or requirement set out in these Rules may amount to Misconduct and if so shall be subject to the provisions of the Grievance Discipline Regulations (GDR).
- 2.1.3. Decisions made by FV under these Rules are final, binding and unless stated to the contrary, not capable of being appealed.

2.2. DEFINITIONS

Abandoned means a Fixture which has failed to commence for any reason or has commenced but has been stopped by the Referee prior to its conclusion.

Competition Season means FV Regional Competition Season E.g. FV Greater Bendigo Under 12 Boys

Event means a competition, tournament or clinic administered by FV.

FA means Football Australia.

FV means Football Victoria.

Field of Play means:

- (i) At an enclosed pitch the entire area within the temporary or permanent perimeter fencing; or
- (ii) At an open pitch the entire area within 3 metres of the boundary line of the football pitch

Fielded means to take the field of play and "Fields", "Field", "Play", "Played" or "Participate" shall have corresponding meanings.

Final means a Fixture played to determine the champion of a Finals Series administered by FV.

Forfeit means failure to participate in a Fixture.

GDR means FV Grievance Discipline Regulations (as amended from time to time).

Home Team means the Team that is listed first in a Competition Fixture.

Ineligible means a player who is one of the following:

- (i) Playing for the wrong Club or Team;
- (ii) Playing while not Registered;
- (iii) Playing while under Suspension
- (iv) A player who has been shown a red card earlier in a fixture that is still being played;
- (v) Playing while ineligible to do so for any other reason determined by FV;

Team means a football Team entered by a Club, Team or Individual into an Event administered by FV.

Player means a participant of any age registered in an Event administered by FV.

Register(ed) means a player who is registered in accordance with the applicable FV Regulations.

Suspension means a ban or prohibition imposed on a Player or Team Official either for a period of time, or for a number of Matches.

Unregistered means a Player who has not registered in accordance with the applicable FV Regulations.

Decisions made by FV under these Rules are final, binding and unless stated to the contrary, not capable of being appealed.

2.3. PHOTOGRAPHY OF PARTICIPANTS

- 2.3.1. By participating in FV Events, participants and spectators give permission for their images to be used by Football Victoria and approved photography personnel on media platforms to report on the Event and promote future Events. Should a participant or spectator not want to be photographed or recorded, please contact cupcompetitions@footballvictoria.com.au with this request.

3. REGISTRATION & PLAYER ELIGIBILITY

3.1. REGISTRATION

- 3.1.1. All Players must be registered for the Event via DRIBL and prior to the Teams first Fixture.
- a) For registrations that need to be entered manually by FV, please email cupcompetitions@footballvictoria.com.au with the registration request.
- 3.1.2. It is the responsibility of the Team Manager to ensure that each Player has registered.
- 3.1.3. FV may find Unregistered or Ineligible Player(s) through random audits, daily processing or upon investigation following notification of a breach of these Rules.
- 3.1.4. Where FV requests a Player to provide information in relation to a Team's registration matters, or otherwise as reasonably requested in order to ensure the integrity of football, the Team must comply.
- 3.1.5. Consequences of where a Team is found to have Fielded an Unregistered or Ineligible Player(s) will be determined at the absolute discretion of FV.

3.2. PLAYER ELIGIBILITY

- 3.2.1. A player is eligible to play in their Team provided:
- a) the player has been registered in line with the Registration Regulations
- b) all registration fees for the player have been received by FV;
- c) the player is not under suspension;
- d) the player meets the competition's age group and gender rules where applicable and subject to any dispensation granted by FV;
- e) the player meets competition requirements for Finals or Play Off Matches.

- 3.2.2. If there is a dispute about a Player(s) eligibility, the Referee must note the details of that dispute and pass on those details to Event Management Team together with an incident report.
- 3.2.3. No Team or Referee may prevent a player from taking the field in a Fixture on suspicion of ineligibility.
- 3.2.4. Players are only eligible to play for the Team/Club in this competition that they are registered to in the regular season.
- 3.2.5. Player eligibility is at the absolute discretion of FV. All decisions are final and are not appealable.
- 3.2.6. FV shall set the qualifying age for the Event:

Age Category	Year of Birth
Under 9	Players must be born on or after 1 January 2017
Under 10	Players must be born on or after 1 January 2016
Under 11	Players must be born on or after 1 January 2015
Under 12	Players must be born on or after 1 January 2014
Under 13	Players must be born on or after 1 January 2013
Under 14	Players must be born on or after 1 January 2012
Under 15	Players must be born on or after 1 January 2011
Under 16	Players must be born on or after 1 January 2010
Under 17	Players must be born on or after 1 January 2009

- 3.2.7. Players are only eligible to play for one (1) Team during the Event unless the Team has requested dispensation prior to the commencement of the Event and has been granted by FV. To request this dispensation please contact cupcompetitions@footballvictoria.com.au.
- 3.2.8. To be eligible to participate in Finals, Player must a play a minimum of two group (2) games for the Team.
- 3.2.9. Players aged 9-11 years old are eligible for a Dispensation to play down 1 year from their rightful age group. To request this dispensation the [2026 Participation and Programs Dispensation Request Form](#) must be submitted. Only Team representatives can submit this form, not individual players/parents. A maximum of 3 players per Team will be approved.
- 3.2.10. All other age groups are ineligible to apply for a dispensation, as only regular season dispensations issued for the 2026 season are permitted in this competition.
- 3.2.11. Any dispensation request brought to the attention of FV at the Event will only be reviewed at the discretion of the FV. It is the responsibility of the Team to request dispensation well in advance to provide reasonable time for processing of the request.
- 3.2.12. All dispensation requests, inclusive of the number of dispensation approvals are at the absolute discretion of FV. All decisions are final and are not appealable.
- 3.2.13. Any Team that is found guilty of fielding an ineligible player for whatever reason shall forfeit the match. The result of the game will be awarded 3-0 in favour of the opposing Team along with the resultant three points.
- 3.2.14. Any Teams that are found to be providing incorrect documentation or purposely playing older players to gain an unfair advantage will receive a 0-3 loss for any games

the older players participated in. The ineligible players will also be disqualified from the tournament.

- 3.2.15. Repeated offending Teams will be disqualified and affect the participation of their club Teams at future Events at the discretion of FV.

4. GENERAL INFORMATION APPLICABLE TO ALL COMPETITIONS

4.1. COMPETITION FORMAT

- 4.1.1. All Fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 4.1.2. The first named Team in the draw shall be designated the Home Team. The second named Team in the draw shall be designated the away Team.
- 4.1.3. The structure of the Event will vary depending on the number of registered Teams and is at the absolute discretion of FV.
- 4.1.4. Upon completion of the group stage, top Teams will compete in finals fixtures. The number of Teams eligible for finals will be dependent on the Event format of the respective Event. The structure of Finals is at the absolute discretion of FV.
- 4.1.5. The Winning Team of each competition will receive a trophy and each player and team official will receive a medal.
- 4.1.6. The Club with the most age group wins, will receive the Victorian Club State Champions trophy.
- 4.1.7. If multiple teams tie on competition wins, the process will be as follows to determine the Victorian Club State Champion:
- a) Highest Total club competition points.
 - b) Highest Total goal difference
 - c) Highest total club goals scored
 - d) Least total club goals against
 - e) In the Event of the Clubss still being equal, FV shall determine the final position via a coin toss.
- 4.1.8. The Runner Up Team players and team officials of each competition receive a medal.
- 4.1.9. Points will be scored after each game in the following format:
- a) WIN = Three (3) points
 - b) DRAW = (1) point
 - c) LOSS = Nil (0) points.
- 4.1.10. In the event of two (2) or more Teams having equal points, their respective positions on the ladder shall be determined as follows:
- f) Goal Difference.
 - g) Highest number of goals for.
 - h) Least number of goals against.
 - i) Head-to-Head result.
 - j) Team with most wins.

- k) In the Event of the Teams still being equal, FV shall determine the final position via a coin toss.
- 4.1.11. If a Team withdraws prior to the Event commencing, FV will try and find a replacement. If a replacement cannot be found, then a "bye" will be inserted for all matches involving the withdrawn Team.
- 4.1.12. If a Team withdraws once the Event commences then all matches involving the withdrawn Team will be recorded as a 3-0 loss to the withdrawn Team (regardless of whether the match has already been played or not).
- 4.1.13. For any match abandoned due to unforeseen events such as weather, lighting failure etc, these matches will be recorded as a 0-0 draw and a point awarded to each Team. Due to timeline restrictions, no matches can be rescheduled as the length of the tournament cannot be extended.
- 4.1.14. If a match is abandoned by the Referee with less than 80% of the game played, then the result will be a 0-0 draw and a point will be awarded to each Team. If a match is abandoned after 80% game time has been played, the result at the time of abandonment will stand.
- 4.1.15. Any Team that walks off the pitch during a match that has not been formally deemed abandoned by the Referee will forfeit the match and the result will be recorded as a 3-0 loss to the Team that abandoned the game, or the score will stand if the score is greater than 3-0 in favour of the non-forfeiting Team. Further penalties may also apply.
- 4.1.16. In extreme heat conditions, FV or the appointed Referee reserves the right to include drink breaks at any time during a fixture.
- 4.1.17. FV and/or the Referee may postpone, delay or abandon any Fixture due to weather and/or pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants health and/or safety.
- 4.1.18. Refer to the [FV Extreme Weather Policy](#) for all rules and guidelines regarding extreme weather conditions.

4.2. PLAYER'S STRIP / APPAREL

- 4.2.1. Each player must wear a top which is the same colour as the rest of their Team.
- 4.2.2. Shorts and socks may be any colour.
- 4.2.3. All playing shirts must have a visible number on the back of the shirt.
- 4.2.4. All playing numbers displayed on shirts must be unique within the Team.
- 4.2.5. All first named Teams in the fixture will be deemed the "Home" Team and therefore will play in their colours.
- 4.2.6. In the instance of a playing strip clash between the home and away Team as determined by the Referee, it is the responsibility of the away Team to provide a sufficiently alternate playing strip. If there is still a clash, bibs will be issued to the away Team.
- 4.2.7. The Goalkeeper must wear a different coloured jersey or bib to their Teammates.
- 4.2.8. Shin guards and suitable footwear are compulsory.
- 4.2.9. In accordance with FIFA Laws of the Game, a player is forbidden to wear jewellery of any kind. Players wearing jewellery will be required to leave the pitch until such time as the offending jewellery is removed and the player has gained the Referee's permission to re-enter the playing area.

5. MATCH FORMAT

Age Category	Maximum Registered Players	Players on Pitch	Maximum Players on Bench	Minimum Players to Start Match
U9	12	7	5	5
U10	14	9	5	6
U11	14	9	5	6
U12	14	9	5	6
U13	14	9	5	6
U14	17	11	6	7
U15	17	11	6	7
U16	17	11	6	7
U17	17	11	6	7

5.1. SQUAD NUMBERS

- 5.1.1. The following are the players number requirement per Team, unless others determined by the Event manager/coordinator.
- 5.1.2. Each team will be provided three (3) ID Cards for their Team Officials, so they can enter the Playing Arena/Technical Areas for their respective game, FV will only grant access into the Technical Areas to those who have presented their ID cards.
- a) These persons must provide a valid and current Working with Childrens Check (WWCC).
 - b) These ID Cards are strictly non-transferrable.
- 5.1.3. If a Team is late, 10 minutes after the scheduled kick off time, they will forfeit the game, and a 3-0 win will be awarded to the non-forfeiting Team. The application of this rule is at the absolute discretion of the Match-Day Event Manager / Coordinator.

5.2. INCOMPLETE SQUADS

- 5.2.1. Squads with incomplete players are still required to participate in their scheduled matches. The opposition Team does not have to reduce their numbers accordingly however can choose to do so.
- 5.2.2. Players from another Team that participates in the same age group cannot be used, unless approved by FV.

5.3. MATCH SHEETS

- 5.3.1. Teams must list on the Match Sheet all players taking part in a match and must submit the Match Sheet on DRIBL 30mins prior to fixture kick-off.
- 5.3.2. A Match Official has the absolute discretion to allow amendments to a Match Sheet up until 30 minutes after the conclusion of the match. The Match Official can unconfirm the relevant Match Sheet, allowing the applicable changes to be made

prior to being re-confirmed. The Match Official must inform a representative of both teams noting the changes.

5.4. DURATION OF THE MATCH

Age Category	Match Duration	Half Time Interval
U9	2 x 20 Minute Halves	5 Minutes
U10	2 x 25 Minute Halves	5 Minutes
U11	2 x 25 Minute Halves	5 Minutes
U12	2 x 25 Minute Halves	5 Minutes
U13	2 x 25 Minute Halves	5 Minutes
U14	2 x 25 Minute Halves	5 Minutes
U15	2 x 30 Minute Halves	5 Minutes
U16	2 x 30 Minute Halves	5 Minutes
U17	2 x 30 Minute Halves	5 Minutes

5.4.1. Teams will change ends at the conclusion of each half.

5.4.2. Additional time shall not be played in Group or Finals stages.

5.4.3. At the end of each game a Team will Win, Lose or Draw.

5.5. MATCH BALL

5.5.1. The following ball sizes apply:

Age Category	Ball Size
U9	Size 3
U10	Size 4
U11	Size 4
U12	Size 4
U13	Size 4
U14	Size 5
U15	Size 5
U16	Size 5
U17	Size 5

5.6. INTERCHANGE

5.6.1. For U9-13: A maximum number of five (5) players in all competitions are permitted on the interchange bench for each match.

5.6.2. For U14-17: A maximum number of six (6) players in all competitions are permitted on the interchange bench for each match.

5.6.3. Each Team can make an unlimited number of interchanges in any given fixture. A player who has been replaced may return to the pitch as a substitute for another player.

5.6.4. Substitutions can only be made when there is a break in play. A substitution needs to be confirmed by the Referee.

5.6.5. A Referee may decline the interchange of players in the last five (5) minutes of the second half of a Fixture if in their opinion the change is being made to deliberately delay play.

5.7. FIELD OF PLAY

5.7.1. The Field of Play will be demarcated and only three (3) Team Officials, Registered Players, Referees, FV Staff, Officials and First Aid Personnel will be allowed to enter this zone.

5.8. OFFSIDE

5.8.1. The offside rule will apply to U12-U17 competitions in accordance with the FIFA Laws of the Game.

5.9. START OF PLAY AND RE-START AFTER A GOAL

5.9.1. Play is restarted from the middle of the halfway line with all players in their own half of the field of play.

5.9.2. Opponents must be at least 5m away from the ball.

5.9.3. The ball is in play once it moves.

5.10. CORNER KICKS

5.10.1. Corner kicks will be awarded when the ball crosses the goal line and is last touched by the defending Team.

5.10.2. Opponents must be at least 5m away from the ball.

5.10.3. The ball is in play once it moves.

5.11. GOAL KICKS

5.11.1. Goal kicks will be awarded when the ball crosses the goal line and is last touched by the attacking team.

5.11.2. For U9-U13 competitions, Goal kicks can be taken from anywhere within the penalty area, and opponents must be at least 5m away from the ball.

5.11.3. For U14- U17 competitions, Goal kicks must be taken from within the six (6) yard box, and opponents must be outside the penalty area.

5.11.4. The ball is in play once it leaves the penalty area.

5.12. THE GOALKEEPER

5.12.1. For U9-U13 competitions, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands to restart play after a save or gathering the ball with their hands.

5.12.2. For U9-U13 competitions, the ball must be thrown or rolled from their hands or played from the ground with their feet.

5.12.3. For U14-U17 competitions, the goalkeeper is allowed to kick or drop kick the ball directly from their hands to restart play after a save or gathering the ball with their hands.

5.13. FREE KICKS / PENALTY KICKS

5.13.1. All free kicks are direct unless otherwise indicated by the Referee.

- 5.13.2. For U9-U13 competitions, opponents must be at least 5m away from the ball when the free kick is taken.
- 5.13.3. For U14-U17 competitions, opponents must be at least 9.15m (10 yards) from the ball when the free kick is taken.
- 5.13.4. In accordance with the Laws of the Game, a penalty kick will be awarded for a relevant offence committed within the penalty area and shall be taken from the penalty spot.

5.14. THROW INS

- 5.14.1. Throw-ins are awarded when the ball crosses the sideline.
- 5.14.2. A throw in must use both hands, deliver the ball from behind and over the head, while part of each foot touches the ground on or behind the sideline.
- 5.14.3. The ball is in play once it enters the field of play.
- 5.14.4. A goal cannot be scored directly from a throw-in.

5.15. FINALS

- 5.15.1. If at the conclusion of a finals fixture, the scores between the Team are tied, extra time of two equal periods of five (5) minutes will be added with no half-time break.
- 5.15.2. Should the scores be level at the end of extra time penalty kicks will be taken in accordance with the IFAB Laws of the Game to determine the winner of the Final. For avoidance of doubt a five (5) Player penalty shootout will occur.

6. REFEREES

6.1. APPOINTMENTS

- 6.1.1. FV will supply and appoint all Referees.
- 6.1.2. Where required, two (2) assistant Referees shall be appointed.

6.2. DECISIONS OF THE REFEREE

- 6.2.1. The decisions of the Referee(s) about any fact connected with play are final and cannot be disputed by any party.

6.3. MATCH RESULTS

- 6.3.1. All results including goal scorers and cautions (red and yellow cards) must be submitted by the Match Official immediately after the conclusion of the match via DRIBL as part of the post-game submission process.

7. TEAM RESPONSIBILITIES

7.1. TEAM MANAGER

- 7.1.1. All teams are required to appoint a Team Manager, with a valid and current Working with Children's Check that is recorded with FV.
- 7.1.2. Team Managers are expected to be a point of contact throughout the tournament for their team.

7.2. TEAM SUPPORT MEMBER

- 7.2.1. A Team Support Member is not mandatory for all Teams.

- 7.2.2. Team Support Member are not permitted in the Field of Play. They are to always be with the Team and assist in managing their Teams spectators and supporters.
- 7.2.3. Please refer to the [Ground Marshal Role Description](#) for details on the responsibilities.

8. DISCIPLINARY MATTERS

- 8.1. FV shall be responsible for all disciplinary matters relating to players competing in the Event.
- 8.2. FV shall appoint a two (2) person Disciplinary Panel and their decision shall be binding and final. Any serious matters will be referred to the Disciplinary Panel and their decision will be final.
- 8.3. A player who accumulates four (3) Yellow Card infringements during the group stages, will receive a 1 match suspension and must serve the suspension in the Teams following match, the following match includes finals fixtures.
- 8.4. Where a Player or Team Official receives a Red Card, the match official will instruct the player to leave the field of play for the remainder of the match and the Player or Team Official shall be automatically suspended until their Team has played one further match in the Tournament.
- 8.5. A Suspension arising out of the Victorian Club State Championships which is not served in full in the Championships is carried over to the Competition Season in which the Player or Team Official participates in for their registered Club.
- 8.6. For the avoidance of doubt, the above does not apply to Suspensions arising from an accumulation of Yellow Cards.
- 8.7. In line with FV's GDR, in all cases until a regular Competition Season Suspension is served in full, a Player or Team Official must not participate in any other Match at any level in FV Competitions. This includes Suspensions that would be active at such time as a participant wishes to play in the Victorian Club State Championships.
- 8.8. Under no circumstances are supporters allowed to approach, question or criticise Referees during the tournament.
- 8.9. Any misconduct towards Referees will not be tolerated and may result in Teams losing points or being removed from the tournament and may affect future participation of Teams from the same club. Any serious incidents will be reported to FV's Disciplinary Panel for investigation. FV's GDR penalties and sanctions may be applied at the discretion of the FV Disciplinary Panel.

9. MEDICAL ATTENTION

9.1. ONFIELD

- 9.1.1. One nominated Team official or a nominated representative will only be permitted to enter the field of play where injury has taken place to a player in the nominated Team officials' Team as per the following conditions:
 - a) Should any player playing in an Event game receive injury, the agreed Team official/representative shall have the right to enter the field of play to attend the player in the absence of the Event designated medical person when directed to do so by the Referee.
 - b) Where the designated Event medical person is in attendance at the pitch the agreed official/representative shall be permitted on the field to assist the designated Event medical person as required.

- c) Ambulances will be called in case of emergency. It is the responsibility of the player or official to ensure they have adequate ambulance cover.

9.2. BLOOD RULE

- 9.2.1. In the event a player from either Team suffers an injury or wound resulting in the loss of blood, the Referee will request that the injured player receive attention outside the field of play.
- 9.2.2. Only when the Referee is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to re-join the game.
- 9.2.3. In the event the player's uniform or attire is splattered with blood, the Referee will instruct that player to change their attire before being permitted to re-join the game.
- 9.2.4. Should the injured player be required to change their uniform, then the Referee will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

9.3. INJURY INSURANCE

- 9.3.1. All registered players seeking to claim injury insurance are covered under FV's Risk Protection Program. Claims on insurance, must be submitted to the insurer via their online form (<http://www.gowgatessport.com.au/football/>). Players participate at their own risk and FV accepts no responsibility for injuries sustained. If an ineligible player (i.e., not correctly registered as per the Rules of Competition) is injured and attempts to claim; the FV will not process this player's claim for injury insurance.

10. ALCOHOL, SMOKING & VAPING

- 10.1. The consumption of alcohol is not permitted at the venue. Anyone found consuming alcohol will be instructed to leave the venue.
- 10.2. It is prohibited for anyone to smoke, vape or consume alcohol within the confines of the Field of Play.
- 10.3. Teams are responsible for ensuring that smoking and vaping alcohol are confined to licensed and permitted areas. Clubs should be familiar with and refer to State legislation regarding current smoking laws.

11. CODES OF CONDUCT

11.1. PLAYERS CODE OF CONDUCT

This code of conduct shall apply to all participants involved in the tournament. Any breach thereof shall be subject to disciplinary action by FV with possible expulsion from the premises and not be allowed in future Events or programs.

- Always give your best.
- Participate for your own enjoyment and benefit.
- Winning at all costs isn't everything; at this age learning is more important than winning.
- I will only listen to my coaches' instructions during training and games. No one else.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport.
- I will not engage in the use of crude, foul or abusive language that may be deemed offensive or engage in any conduct detrimental to the image of the game when on or off the field.

- Do not argue with the Referee. If you disagree, have your captain or coach approach the Referee during a break in play or after the Match is concluded.
- I will treat participants, officials, and spectators with respect.
- Treat all players as you would like to be treated. Do not interfere with, bully, or take unfair advantage of another player.
- I will play by the rules and laws of the game.
- I will cooperate with my coach, Teammates, Referees, opponents, and officials always. Without them, there would be no competition.
- I will not use any banned substance or drugs of dependence throughout my involvement in the tournament.
- I will always display good sportsmanship.
- I will play for the fun of it and not just to please parents and coaches.
- Remove all jewellery prior to training and Match play, as it is a hazard to you and those around you.

11.2. PARENTS CODE OF CONDUCT

This code of conduct shall apply to parents and guardians. Any breach thereof shall be subject to disciplinary action by FV, may be expelled from the premises and not be allowed into future Events or programs.

- Do not Coach your child during training sessions and games. That's what the coaches are there for; it sends mixed messages to the players creating confusion.
- Do not interfere with training sessions, stay clear of training areas.
- Cheer on and encourage the players at all times, even the opposition, applaud good football all-round.
- Winning at all costs isn't everything, we're here to develop the players, and at this age learning is more important than winning.
- Remember that children play sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example, applaud good play by all Teams.
- Support all efforts to remove racial and religious vilification, verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, your child could not participate.
- Respect the facilities that are being used in partnership with FV.
- Keep clear from technical areas, benches and change rooms during games and tournament. This is the ideal time for coaches to teach players without any interference.

11.3. COACHES CODE OF CONDUCT

Any breach thereof shall be subject to disciplinary action by FV, be expelled from the premises and not be allowed to any future Events or programs

- Place the safety and welfare of the participants above all else
- Be aware of and support the sport's injury management plans and return to play guidelines
- Remember that players participate for fun and winning is only part of the fun
- Never ridicule or yell at players for making mistakes or for not winning games
- Be reasonable in your demands on a player's time, energy and enthusiasm

- Always operate within the rules and spirit of the game and teach your players to do the same
- Ensure that the time players spend with you is a positive experience. All players are deserving of equal attention and opportunities
- Avoid overplaying the talented player, the less developed player deserves equal time
- Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same
- Show concern and caution towards sick and injured players. Follow the advice of a doctor when determining whether an injured player is ready to recommence training or competition games
- Obtain appropriate coaching qualifications and keep up to date with the latest coaching practices and the principles of growth development and conditioning of junior players
- Any physical contact by the coach with a player should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every player regardless of their gender, ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes

11.4. SPECTATORS CODE OF CONDUCT

Football Victoria's priority is to ensure all spectators are able to enjoy football in a safe and comfortable environment. Accordingly, by entering this venue, you agree to be bound by the terms of this Spectator Code of Behaviour; the Venue Conditions of Entry and FV's Member Protection and Misconduct By-Laws. All persons present at a FV Event shall:

- Respect the decisions of the Referees;
- Respect the rights, dignity and worth of every person regardless of their race, colour, religion, language, ability, politics, sexual orientation, or 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, including but not limited to the use of obscene or offensive language or gestures, the incitement of hatred or violence, or indecent or racist chanting;
- Comply with FV's "Conditions of Entry" at all venues;
- 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 themselves in a manner that enhances, rather than injures, the reputation and goodwill of FV, Football Australia and football generally.
- Any person who does not comply with this Code or who in the opinion of FV causes or attempts to cause a disturbance may be asked to leave and may be prohibited from attending future Events.
- FV reserves the right to investigate any breaches of this Spectator Code of Conduct and may issue penalties in accordance with its rules and policies as appropriate, including sanctions as per the GDR, and the deduction of match points to the respective Team, and finals eligibility.

12. CONTACT DETAILS

Address: Sports Dr, Bundoora VIC 3083

Email: cupcompetitions@footballvictoria.com.au

**ALL DECISIONS IN RELATION TO THIS TOURNAMENT
ARE AT THE ABSOLUTE DISCRETION OF FV.**