

2026 ALL ABILITIES LEAGUE

RULES OF COMPETITION



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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 Clubs 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, Disciplinary and Tribunal By-Law (GDT).
- 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 Match Official prior to its conclusion.

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.

GDT means FV Grievance Discipline and Tribunal by Law (as amended from time to time).

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;

On-Field Assistance means:

- (i) Assistive or personal equipment (e.g. wheelchairs, frames, communication devices)
- (ii) Coaches, parents or support persons may enter the field of play, to assist player.

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

Team Sheet means a document that lists the players selected to participate in a match.

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.

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 registering on PlayFootball, 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 your team manager.

3. REGISTRATION & PLAYER ELIGIBILITY

3.1. REGISTRATION

- 3.1.1. All Players must be registered in accordance with the FV Registration Regulations prior to the Teams first Fixture.
- 3.1.2. FV may find Unregistered or Ineligible Player(s) through random audits, daily processing or upon investigation following notification of a breach of these Rules.
- 3.1.3. 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.
- 3.1.4. 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;
- 3.2.2. The player aligns with one or more of the following:
- e) The Player is diagnosed with a disability or has additional support needs
 - f) Currently attends a Specialist School
 - g) Attended a Specialist School for a minimum of 3 Years
 - h) Receive support through the NDIS (National Disability Insurance Scheme) or an equivalent support program

- 3.2.3. If there is a dispute about a Player(s) eligibility, the Match Official must note the details of that dispute and pass on those details to FV together with an incident report.
- 3.2.4. No Team or Match Official may prevent a player from taking the field in a Fixture on suspicion of ineligibility.
- 3.2.5. Player eligibility is at the absolute discretion of FV. All decisions are final and are not appealable.
- 3.2.6. There shall be no gender-based restrictions on the number of men or women allowed on the field of play at any given time. For avoidance of doubt any combination or ratio of male and female players is permitted.
- 3.2.7. Players may not play for multiple Teams in their Clubs on the same match day unless in exceptional circumstances;
 - a) For Senior Metro that is to be requested in advance and approved by FV and by both participating Teams.
 - b) For Social, Youth and Junior Divisions approval is not required from FV.
- 3.2.8. FV recognises that it may be necessary in some circumstances to provide dispensation for an individual to play outside of their age group. To request this the [All Abilities League Dispensation Request Form](#) must be submitted. Only team representatives can submit this form, not individual players/parents.
- 3.2.9. FV shall set the qualifying age for the Event:

Age Category	Year of Birth
Junior (Ages 6 to 12)	2013 or younger
Youth Development (Ages 13 to 18)	2007 or younger
Social (Open Age 14+)	2011 or older
Senior Metro (Open Age 14+)	2011 or older

4. COMPETITION STRUCTURE

4.1. GENERAL INFORMATION APPLICABLE TO ALL DIVISIONS

- 4.1.1. All Competition Fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 4.1.2. Only Teams from FV Clubs, organisations partnered with a FV Club, regional affiliates or representative Teams may enter FV competitions.
- 4.1.3. FV reserves the right in its absolute discretion to amend the structure of All Abilities Leagues, including varying the number of Clubs in each Division and/or the number of Divisions, before, during or after the Regular Season.
- 4.1.4. For a division to proceed, a minimum of four (4) teams must be registered prior to the commencement of the competition. FV will determine whether a division will proceed once all team entries have been finalised. If a Team withdraws prior to the competition commencing, FV may try and find a replacement. If a replacement cannot be found, then a "bye" will be inserted for all matches involving the withdrawn Team.
- 4.1.5. In extreme heat conditions, FV or the appointed Referee reserves the right to include drink breaks at any time during a fixture.

- 4.1.6. FV and/or the Match Official may postpone, delay or abandon any Competition Fixture due to weather and/or pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants health and/or safety.
- 4.1.7. Refer to the FV Extreme Weather Policy for all rules and guidelines regarding extreme weather conditions.

Junior and Youth

- 4.1.8. Where the goal difference is greater than 5 or more goals during a game, the winning team must keep a player off, and additionally the losing team may add a player. (e.g., A team losing 0-5, may add a player onto the field of play, a team winning 5-0 will be required to remove a player.)
 - 4.1.8.1. This rule will be in effect until the goal difference reached 3 goals (e.g., 2-5).

Senior Metro

- 4.1.9. The Premier and Runner up of the competition will receive a medal.
- 4.1.10. 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.
- 4.1.11. In the event of two (2) or more teams having equal points, their respective positions on the ladder shall be determined as follows:
 - a) Goal Difference.
 - b) Highest number of goals for.
 - c) Least number of goals against.
 - d) Head to Head result.
 - e) Team with most wins.
 - f) In the event of the teams still being equal, FV shall determine the final position via a coin toss.
 - 4.1.11.1. Where the goal difference is greater than 5 or more goals during a game, the winning team must remove a player from the field of play. (e.g., A team winning 4-9, must remove a player)Where the goal difference is greater than 8 or more goals during a game, the winning team must keep a player off, and additionally the losing team may add a player. (e.g., A team losing 2-10, may add a player onto the field of play, a team winning 10-2 will be required remove a player.)This rule will be in effect until the goal difference reached 5 goals – e.g. 10-5)
- 4.1.12. If a team forfeits their scheduled fixture, the withdrawn team will receive a 3-0 loss.
- 4.1.13. If a team withdraws once the competition 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).
- 4.1.14. 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.

- 4.1.15. 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.
- 4.1.16. If a match is abandoned after 80% game time has been played, the result at the time of abandonment will stand.
- 4.1.17. 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.

4.2. PLAYER'S STRIP / APPAREL

- 4.2.1. Matching Uniforms are preferred but not mandatory.
- 4.2.2. Field players should wear similar/same coloured jerseys (with a unique number on the back), shorts and socks.
- 4.2.3. In the instance of a playing strip clash between Teams, it is the responsibility of the Host club to provide bibs.
- 4.2.4. The Goalkeeper must wear a different coloured jersey or bib to their teammates.
- 4.2.5. Shin guards are compulsory for all players.
- 4.2.6. Players may wear football boots or runners on the field.
- 4.2.7. 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 Match Official's permission to re-enter the playing area.
This will be to the referees/FV's digression, in certain circumstances jewellery will be accepted.

Social, Youth Development or Junior Divisions

- 4.2.8. Any player that requires personal assistive devices or equipment to participate, will be accepted.

4.3. ON-FIELD ASSISTANCE

- 4.3.1. On-Field Assistance allowed, for Social, Youth and Junior Divisions only.
- 4.3.2. On-field assistants must wear a high-vis vest during fixtures.

5. MATCH FORMAT

5.1. DURATION OF THE MATCH

5.1.1. The following durations apply:

Age Category	Match Duration	Half Time Interval
Junior Division	2 x 10 Minute Halves	5 Minutes
Youth Development Division	2 x 20 Minute Halves	5 Minutes
Social Division	2 x 20 Minute Halves	5 Minutes
Senior Metro Division	2 x 30 Minute Halves	15 Minutes

Senior Metro

5.1.2. At the end of each game a team will Win, Lose or Draw.

5.2. MATCH BALL

5.2.1. The following ball sizes apply:

Age Group	Ball Size
Junior Division and Youth Development Division	Size 4 or 4.5
Social and Senior Metro Division	Size 5

5.3. INTERCHANGE

5.3.1. 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.

5.3.2. Interchange can take place at any time without consultation from the referee.

5.3.3. All interchanges must take place from the sideline.

5.4. PITCH DIMENSIONS

	Junior Division	Youth Development Division	Social Division	Senior Metro Division
Field Size	¼ of Full-Size Pitch 30m x 20m	¼ of Full-Size Pitch 30m x 20m	½ of Full-Size Pitch Min: 50m x 30m Max: 70m x 50m (With flexibility)	½ of Full-Size Pitch Min: 50m x 30m Max: 70m x 50m
Penalty Area	With Goalkeeper: 5m x 12m	With Goalkeeper: 5m x 12m	With Goalkeeper: 10m x 20m	With Goalkeeper: 10m x 20m
Goal Size	With Goalkeeper: 3m x 2m	With Goalkeeper: 3m x 2m	With Goalkeeper: 5m x 2m	With Goalkeeper: 5m x 2m

5.5. OFFSIDE

5.5.1. There is no offside.

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

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

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

5.6.3. The ball is in play once it moves.

5.7. CORNER KICKS

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

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

5.7.3. The ball is in play once it moves.

5.8. THE GOALKEEPER

5.8.1. The goalkeeper is not allowed to drop kick the ball directly from their hands to restart play after a save or gathering the ball with their hands.

5.8.2. The ball must be thrown or rolled from their hands or played from the ground with their feet.

5.8.3. If the ball crosses the goal line without entering the goals and is last touched by the attacking team, a goal kick will apply from within the penalty box.

5.9. FREE KICKS / PENALTY KICKS

- 5.9.1. All free kicks are direct unless otherwise stated by the Referee.
- 5.9.2. Opponents must be at least 5m away from the ball when the free kick is taken.
- 5.9.3. All penalties are taken from the penalty spot designated by the referee.

5.10. THROW INS

Social, Youth, Junior Divisions

- 5.10.1. Throw in, Roll In or Kick in.

Senior Metro Division

- 5.10.2. Throw in or Roll in.

6. MATCH OFFICIALS

6.1. APPOINTMENTS

- 6.1.1. FV will supply and appoint all Match Officials (referees).

6.2. DECISIONS OF THE MATCH OFFICIAL

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

6.3. MATCH RESULTS

- 6.3.1. Match results for Junior, Social and Youth divisions are not recorded.

Senior Metro Division

- 6.3.2. Match Officials will be provided the Team Sheet, containing Match Results, to upload results onto GameDay. It is the Match Officials responsibility to input the results via GameDay.
- 6.3.3. Clubs are required to sign off of the Team Sheet post game.

7. DISCIPLINARY MATTERS

- 7.1.1. FV shall be responsible for all disciplinary matters relating to players competing in the Event.
- 7.1.2. 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.

Social, Youth and Junior Divisions

- 7.1.3. No Red or Yellow cards

Senior Metro Division

- 7.1.4. The following warnings system will be enforced by the referee:
 - a) Warning 1: Referee to remind the player to respect their teammates, match officials and opponents.
 - b) Warning 2: Player will receive a Yellow Card.

- c) Warning 3: Player will receive a Red Card and be sent from the field of play. If the misdemeanour is deemed serious, the Referee may report the incident to FV.
- 7.1.5. If a player is shown a red card and sent from the field of play the player will miss the remainder of the current fixture and the next full fixture. A substitute can replace the offending player for these fixtures.
- 7.1.6. Under no circumstances are supporters allowed to approach, question or criticise Match Officials during the tournament.
- 7.1.7. Any misconduct towards Match Officials 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 GDT penalties and sanctions may be applied at the discretion of the FV Disciplinary Panel.

8. FAIR PLAY

8.1. FAIR PLAY CODE

FV requires all participants in the All Abilities League – Players, Coaches, Team Managers, Officials, and Spectators – to help create a welcoming, inclusive, and respectful environment that provides opportunities for everyone to enjoy football.

- Ensure all Players have the opportunity to participate and enjoy the game.
- Encourage good sportsmanship among Players, Coaches, and Clubs.
- Promote kindness, respect, and support between teammates and opponents.
- Help injured or struggling players whenever possible.
- Encourage positive post-game interactions (e.g., handshakes, high-fives, thumbs up).
- Respect all Players, Coaches, Officials, and Spectators at all times.
- Address concerns promptly and model inclusive behaviour at all levels.

It is everyone's responsibility to maintain a fair, safe, and inclusive football environment for all participants in the All Abilities League.

9. CODES OF CONDUCT

9.1. PLAYERS CODE OF CONDUCT

This code of conduct shall apply to all participants involved in the competition. 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; in the league, learning is more important than winning.
- I will only listen to my coaches' instructions during training and games.
- 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 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.
- 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 always display good sportsmanship.
- Remove all jewellery prior to training and Match play, as it is a hazard to you and those around you.

9.2. 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, you/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.

9.3. 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
- Ensure all players receive equal game 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

9.4. SPECTATORS CODE OF CONDUCT

FV's priority is to ensure all spectators can enjoy football in a safe and comfortable environment. Accordingly, by entering the club 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 sanctioned competition shall:

- Respect the decisions of the Match Officials;
- 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 fixtures.
- 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 Grievance, Discipline and Tribunal (GDT) By-Law, and the deduction of match points to the respective team, and finals eligibility.

10. MEDICAL ATTENTION

10.1. ONFIELD

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

10.2. BLOOD RULE

- 10.2.1. 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.
- 10.2.2. 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.
- 10.2.3. 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.
- 10.2.4. 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.

10.3. INJURY INSURANCE

- 10.3.1. 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.

11. CONTACT DETAILS

Address: Sports Dr, Bundoora VIC 3083

Email: allabilities@footballvictoria.com.au

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