



FOOTBALL
VICTORIA

WOMEN'S FOOTBALL CARNIVAL OF NATIONS

RULES OF COMPETITION

DRIBL



FOOTBALL
VICTORIA

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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).

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.

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.

3. REGISTRATION & PLAYER ELIGIBILITY

3.1. REGISTRATION

- 3.1.1. All Players must be registered for the Event via DRIBL website and prior to the Teams first Fixture.
 - a) For registrations that need to be entered manually by FV, please email info@gofootball.com.au with the registration request.
- 3.1.2. Registrations must be completed by the player and not by the Team Manager. 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.
 - 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 Match Official 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 Match Official may prevent a player from taking the field in a Fixture on suspicion of ineligibility.
- 3.2.4. Anyone can play for any nation/team irrespective of current your registration status, club affiliation or heritage.
- 3.2.5. State League 1 or higher (including WNPL juniors) players are required to play in the Eucalyptus division.
- 3.2.6. Each team chooses one FIFA nation. The First team registered may choose any nation, e.g., Australia. Second team registered may choose any nation excluding Australia, e.g., Brazil. Third team registered may choose any nation excluding Australia and Brazil etc.

- 3.2.7. All players must be 14 years of age (or older) as at 1 January 2026
- 3.2.8. All players participating in the Bottle Brush division must be aged 30+.
- 3.2.9. Player eligibility is at the absolute discretion of FV. All decisions are final and are not appealable.
- 3.2.10. Players are only eligible to play for one (1) Team within the same competition for any 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 info@gofootball.com.au.
- 3.2.11. 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.
- 3.2.12. 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.
- 3.2.13. Any teams that are found to be providing incorrect documentation 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.
- 3.2.14. 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 STRUCTURE

- 4.1.1. All Competition Fixtures are played under the FIFA Laws of the Game, unless otherwise specified in these Rules.
- 4.1.2. Any Club, Team or individual may enter Events. There is no requirement to be registered to a Club or Team competing in FV's Regular Season competitions to enter an Event.
- 4.1.3. 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.
- 4.1.4. The structure of the competitions will vary depending on the number of registered teams and is at the absolute discretion of FV.
- 4.1.5. Each competition structure may vary from other age groups depending on the number of teams that have registered to the competition.
- 4.1.6. 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 competition format of the respective Event. The structure of Finals is at the absolute discretion of FV.
- 4.1.7. The winning team and runners up of each competition may receive a trophy and each player may receive a medal.
- 4.1.8. 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.
- 4.1.9. 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) Team with most wins.
 - e) Head-to-head result (if applicable)
 - f) In the event of the teams still being equal, FV shall determine the final position via a coin toss.
- 4.1.10. If a team withdraws prior to the competition 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.
- 4.1.11. 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).
- 4.1.12. For any match abandoned due to unforeseen events such as weather, COVID 19 impact, 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.
- 4.1.13. 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.
- 4.1.14. 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.
- 4.1.15. In extreme heat conditions, FV or the appointed Referee reserves the right to include drink breaks at any time during a fixture.
- 4.1.16. 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.
- 4.1.17. 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 team must wear matching kits. Where possible, shirt numbers are encouraged, although not essential.
- 4.2.2. All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours.
- 4.2.3. In the instance of a playing strip clash between the home and away team as determined by the Match Official, 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.
- 4.2.4. The Goalkeeper must wear a different coloured jersey or bib to their teammates.
- 4.2.5. Shin guards and suitable footwear are compulsory.
- 4.2.6. 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.

5. MATCH FORMAT

5.1. SQUAD NUMBERS

- 5.1.1. The following are the players number requirement per team, unless others determined by the Event manager/coordinator.

Competition	Maximum Players Registered	Players on Pitch	Maximum Players on Bench	Minimum Players to Start Match
Eucalyptus (Competitive 11v11)	22	11	8	7
Wattle (Social 11v11)	22	11	8	7
Bottlebrush (Social 7v7)	19	7	6	5

- 5.1.2. A match may not start if either team consists of fewer than seven (7) players in Eucalyptus and Wattle and five (5) players in Bottle Brush, one of whom is the goalkeeper.
- 5.1.3. If a team is late, 5 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.
- 5.1.4. Each team will be allowed to have two (2) Team Officials that may enter the Technical Area. They consist of the Coach and Team Manager (if required) all aged 18+.
- 5.1.5. Each team will be provided two (2) 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 present their ID cards. These ID Cards are NOT TRANSFERABLE.

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.

5.3. DURATION OF THE MATCH

Age Group	Match Duration	Half Time Interval
Eucalyptus	2 x 30 Minute Halves	10 Minutes
Wattle	2 x 30 Minute Halves	10 Minutes

Bottlebrush	2 x 20 Minute Halves	10 Minutes
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5.4. MATCH BALL

5.4.1. The following ball sizes apply:

Age Group	Ball Size
Eucalyptus	Size 5
Wattle	Size 5
Bottlebrush	Size 5

5.5. INTERCHANGE

- 5.5.1. A maximum number of eight (8) players the in Eucalyptus and Wattle Competitions and six (6) players in Bottlebrush Competition are permitted on the interchange bench for each match.
- 5.5.2. 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.
- 5.5.3. Substitutions can only be made when there is a break in play.

5.6. PITCH DIMENSIONS

- 5.6.1. The Field of Play will be demarcated and only Team Officials, Registered Players, Referees, Football Victoria (FV) Staff, Competition Officials and First Aid Personnel will be allowed to enter this zone.
 - a) Eucalyptus: Maximum: 105m long x 68m wide / Minimum: 96m long x 60m wide
 - b) Wattle: Maximum: 105m long x 68m wide / Minimum: 96m long x 60m wide
 - c) Bottlebrush: Maximum 70m long x 50m wide / Minimum 60m long x 40m wide

5.7. FINALS

If a finals fixture ends in a draw, a five (5) player penalty shoot-out will take place. There will be no extra time played.

5.8. RULES

- 5.8.1. All rules will be enforced as per the [IFAB Laws of the Game](#).

6. MATCH OFFICIALS

6.1. APPOINTMENTS

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

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 Officials will be provided the Match Card, containing Match Results, to the event officials to update the match's result via the GO Football website.
- 6.3.2. Clubs are required to sign off of the Match Card post game.

7. TEAM RESPONSIBILITIES

7.1. TEAM MANAGER

- 7.1.1. Please refer to the Team Manager Role Description for details on the role expectations and responsibilities.

7.2. TEAM MARSHAL

- 7.2.1. All teams are required to appoint a Team Marshal.
- 7.2.2. Team Marshals are not permitted in the Field of Play. They are to be with their team spectators and supporters at all times.
- 7.2.3. Please refer to the Team Marshal Role Description for details on the role expectations and responsibilities.
- 7.2.4. All teams are required to supply one (1) linesperson for each fixture.

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. Yellow cards in different games will not be accumulated for suspension throughout the Event. However repeated offenders can be suspended at the discretion of FV.
- 8.4. A player who is sent from the field of play by a referee shall be automatically suspended until his team has played one further match in the Event. It is expected that the team ensures the player serves out their automatic game suspension.
- 8.5. 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.
- 8.6. Under no circumstances are supporters allowed to approach, question or criticise Match Officials during the tournament.
- 8.7. 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.

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 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 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. 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

11.3. 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 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 Boys & Girls FC 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 Grievance, Discipline and Tribunal (GDT) By-Law, and the deduction of match points to the respective team, and finals eligibility.

12. CONTACT DETAILS

Address: Sports Dr, Bundoora VIC 3083

Email: info@gofootball.com.au

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