



2019 BOYS & GIRLS FC
TOURNAMENT
RULES OF COMPETITION



FOOTBALL
VICTORIA

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THE FIELD OF PLAY:

Dimensions:

Length (touchline):

- a) minimum of 50 metres (55 yards) (for U9s: 40 metres)
- b) maximum of 60 metres (66 yards) (for U9s: 50 metres)

Width (goal line):

- a) Minimum 30 metres (33 yards) (for U9s: 30 metres)
- b) Maximum 40 metres (44 yards) (for U9s: 30 metres)

The Penalty Area:

- a) 10 metre x 12 metre box (for U9s: 5 x 12 metre box)

Goals:

- a) Where possible, Samba goals will be used for the Tournament (approximately 5 x 2 metres). Sklz Goals will also be used for certain fixtures. (5.5 x 2.3 metres). For U9 fixtures 3 x 2 metre goals will be used.
- b) Samba Goals are made to Australian Standard but at no time should anybody hang from the goal or tamper with them in any way.

Playing Arena:

- a) The playing arena and technical areas will be demarcated and only Team Officials (x3), registered players, Referees, Football Victoria (FV) staff, AFS Competition Officials and First Aid personnel will be allowed to enter this zone.

THE NUMBER OF PLAYERS:

Squad Numbers and Support Staff:

- a) Each team squad will comprise of between 7 and 12 players (a maximum number of 5 players on the bench) for 7 v 7 competitions (U9, U13, U14, U15, U16 and U18) **AND** each team squad will comprise of between 9 and 14 players (a maximum number of 5 players on the bench) for 9 v 9 competitions (U10, U11 and U12).
- b) Each team will be allowed to have three (3) Team Officials that may enter the Technical Area. They consist of the Coach and Team Manager, and Support Staff member (if required) all aged 18+. These persons must be recorded on the Team Sheet.
- c) 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 present their ID cards. These ID Cards are NOT TRANSFERABLE.

Number of Players:

- a) For 7 v 7 competitions (U9, U13, U14, U15 U16 and U18), a match is played by two (2) teams, each consisting of no more than seven (7) players, one of whom is the goalkeeper. For 9 v 9 competitions (U10, U11 and U12), a match is played by two (2) teams, each consisting of no more than nine (9) players, one of whom is the goalkeeper.
- b) A match may not start if either team consists of fewer than five (5) players of 7 v 7 competitions and six (6) players of 9 v 9 competitions, one of whom is the goalkeeper.
- c) 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.
- d) In the event of the team being reduced to less than five (5) players through injury or dismissal then the game shall be abandoned. The non-offending team will be awarded a 3–0 result unless the score at the time of abandonment was greater and in favour of the non-offending team.

Interchange:

- a) A maximum number of five (5) players are permitted on the interchange bench for each match.
- b) Each team can make an unlimited amount of interchanges in any given fixture. A player who has been replaced may return to the pitch as a substitute for another player.
- c) A substitution can only be made when there is a break in play. A substitution does not need to be confirmed by the referee.

MATCH OFFICIALS:

- a) FV will supply and appoint all Match Officials (referees).
- b) There will be no assistant referees.
- c) **All the decisions of the match referee are final** and binding as far as the result of a match is concerned, and no protest can be lodged.
- d) Under no circumstances are supporters allowed to approach, question or criticise referees during the tournament.
- e) 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 GDT penalties and sanctions may be applied at the discretion of the FV Disciplinary Panel.

THE DURATION OF THE MATCH:

Age Category	Duration of Match (Half)*	Half Time Break
Under 9	30 minutes (15 minutes)	Maximum 5 minutes
Under 10	30 minutes (15 minutes)	Maximum 5 minutes
Under 11	40 minutes (20 minutes)	Maximum 5 minutes
Under 12	40 minutes (20 minutes)	Maximum 5 minutes
Under 13	40 minutes (20 minutes)	Maximum 5 minutes
Under 14	40 minutes (20 minutes)	Maximum 5 minutes
Under 15	40 minutes (20 minutes)	Maximum 5 minutes
Under 16	40 minutes (20 minutes)	Maximum 5 minutes
Under 18	40 minutes (20 minutes)	Maximum 5 minutes

* Game duration subject to change depended on final team numbers

- a) Teams will change ends at the conclusion of the first half.
- b) For Semi-Finals, Grand Finals and all Playoffs – if at the end of normal time the scores are equal then five (5) additional minutes x 2 will be played, meaning an additional ten (10) minutes in total with teams changing ends at the conclusion of the first five (5) minutes. If the result is a draw at the end of the extra period, then a four (4) player penalty shootout will be taken according to FIFA Laws of the Game.

OFFSIDE:

- a) There is no offside.

START OF PLAY AND RE-START AFTER A GOAL:

- a) Play is restarted from the middle of the halfway line with all players in their own half of the field of play.
- b) Opponents must be at least 5m away from the ball.
- c) The ball is in play once it moves.

CORNER KICKS:

- a) Corner kicks will be awarded when the ball crosses the goal line and is last touched by the defending team.
- b) Opponents must be at least 5m away from the ball.
- c) The ball is in play once it moves.

THE GOALKEEPER:

- a) 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.
- b) The ball must be thrown or rolled from their hands or played from the ground with their feet.
- c) 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.

FREE KICKS:

- a) All free kicks are direct unless otherwise indicated by the referee.
- b) Opponents must be at least 5m away from the ball when the free kick is taken.
- c) The penalty kick shall be taken from the penalty spot (approximately 8m from goal).

THROW-INS:

- a) Instead of throwing the ball, a 'throw-in' will be awarded as indirect free kicks from where the ball crossed the touch line.
- b) Opponents must be at least 5m away from the ball when the free kick is taken.
- c) A goal cannot be scored directly from a kick in.

PLAYER ELIGIBILITY:

- a) All issues with regard to player eligibility shall remain at the sole discretion of FV. FV shall make the final decision on eligibility matters, which will be binding, on all parties.
- b) FV shall set the qualifying age for the tournament:

Age Category	Year of Birth
Under 9	2010 or younger
Under 10	2009 or younger
Under 11	2008 or younger
Under 12	2007 or younger
Under 13	2006 or younger
Under 14	2005 or younger
Under 15	2004 or younger
Under 16	2003 or younger
Under 18	2001 or younger

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- c) All players must be registered in 2019 for the Tournament via the Team Sheet form. Checks will be made to ensure that the players are registered and eligible to play
- d) Players can only play for one (1) team during the Tournament unless dispensation has been formally requested from FV by contacting participation@footballvictoria.com.au and granted.
- e) Players with need to have played at least two (2) games for their team in the group phase to be eligible to play in the Finals (knock-out) phase of the tournament.
- f) 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.
- g) Players who are overage can request dispensation from FV to play in a younger age group.
- h) All Dispensation Request Approvals are at the sole discretion of FV and decisions about dispensations are final.
- i) Any Dispensation Request brought to the attention of FV at the event will only be processed at the discretion of the FV. It is up-to each team to issue request well in advance to participation@footballvictoria.com.au to provide reasonable time for processing of the request.
- j) 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
- k) Repeated offending teams will be disqualified and affect the participation of their club teams at future events at the discretion of FV.

COMPETITION FORMAT:

- a) The first named team in the draw shall be designated the home team.
- b) A draw will determine the pools. A round robin format will be played in each pool.
- c) Competition points shall be awarded as follows:
 - i. WIN Three (3) points
 - ii. DRAW One (1) point
 - iii. LOSS Nil (0) points

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- d) In the event of two (2) or more teams having equal points, their respective positions on the ladder shall be determined as follows:
- i. Goal Difference.
 - ii. Highest number of goals scored.
 - iii. Results of the head to head clash(es) between the teams equal on points.
 - iv. If, after applying the above criteria any two or more teams are still equal, the team with superior fair play record shall be awarded the highest placed team.
 - v. In the event of the teams still being equal, FV shall determine the final position via a coin toss.
- e) 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 in that pool.
- f) 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).
- g) 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.
- h) 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 shall be final.
- i) 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 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.
- j) In extreme heat conditions, FV or the appointed Referee reserves the right to include drink breaks at any time during a fixture
- k) After the group phase, teams within each age group will be split into The Cup and The Plate, which will act as the Finals (knock-out) phase of the competition.
- l) Each age group’s group phase structure may vary from other age groups depending on the number of teams that have entered the tournament.
- m) The winning team of The Cup will receive a medal for each player. The runners up players will each receive a medal.
- n) The winning team of The Plate will receive a medal for each player. The runners up players will each receive a medal.

THE BALL:

Age Category	Ball Size
Under 9	Size 3
Under 10	Size 4
Under 11	Size 4
Under 12	Size 4
Under 13	Size 4
Under 14	Size 5
Under 15	Size 5
Under 16	Size 5
Under 18	Size 5

GROUNDS:

- a) All games will be played at the Epsom Huntly Reserve, Bendigo.
- b) All spectators are to remain behind the barrier for the safety of players and officials.

TEAM APPAREL (PLAYING STRIP):

- a) Each player must wear a top which is the same colour as the rest of their team, except the goalkeeper.
- b) Shorts and socks may be any colour.
- c) Shirt numbers are compulsory. Each player is required to have a number on their playing shirt that matches up with the team sheet.
- d) Should uniform colours clash, it is the responsibility of the away team to wear an alternate colour.
- e) All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours.
- f) It is the responsibility of the away team to change into their strip, if there is still a clash, bibs will be issued to the away team.
- g) Goalkeepers shall wear any colour provided it does not clash with either team's outfield players. A bib may be issued to the goalkeeper if there is a clash.

TEAM RESPONSIBILITIES:

Team Manager

- a) All teams are required to appoint a Team Manager and be recorded on the Team Sheet
- b) Please refer to the Team Manager Role Description for details on the role expectations and responsibilities.

Team Marshal

- a) All teams are required to appoint a Team Marshal and be recorded on the Team Sheet.
- b) Team Marshals are expected to wear a Marshal Vest at all times during team matches.
- c) Team Marshals are not permitted in the Playing Arena/Technical Areas. They to be with their team spectators/supporters at all times.
- d) Please refer to the Team Marshal Role Description for details on the role expectations and responsibilities.

Team Sheet

- a) Teams must provide to FV the Team Sheet Form no later than **21 March 2019**.
 - i. This will record the player's FFA ID (if they have one), full name, date of birth, phone, e-mail, postcode and shirt number (both home at alternate strip) to be worn throughout the Tournament.
 - ii. No other players than those so nominated shall be eligible to play in any match of the Tournament, with the exception, that where a player becomes genuinely unable to attend the Tournament, a written application must be made to FV to allow a substitute player.
 - iii. Please ensure all players have with them proof of identification that includes a photo and date of birth at every game of the tournament.
 - iv. If you are asked to provide proof of a players age you must do so with appropriate documentation that can be in the form of FV ID card, school ID, passport, birth certificate, learners permit or driver's license.
 - v. This application will be determined at the sole discretion of FV.
 - vi. FV reserves the right to check proof of player and team official ID at any point throughout the tournament including after finals games and if an allegation of player ineligibility has been brought forward to FV Staff.

Players

- a) Shin guards and football boots are compulsory
- b) 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.

Match Result

- a) A Team Official is required to sign off the Match Card after the result has been entered by the Referee.
- b) This Match Card will then be given to FV's Pitch Marshal to update the match's result via the Cup Manager App.

FAIR PLAY AWARD:

- a) The Boys & Girls FC tournament aims to promote Fair Play in our beautiful game. An award that recognises the best performing teams per age group will be rewarded accordingly. The scoring system will also discourage poor behaviour.
- b) Please refer to the Fair Play Awards document that articulates these matters further.

DISCIPLINARY MATTERS:

- a) FV shall be responsible for all disciplinary matters relating to players competing in the Tournament.
- b) FV shall appoint a three (3) 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.
- c) Yellow cards in different games will not be accumulated for suspension throughout the tournament. However repeated offenders can be suspended at the discretion of FV.
- d) 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 Tournament. It is expected that the team ensures the player serves out their automatic game suspension.

- e) Any negative Fair Play points scored for a particular match will have an Incident Report provided to FV by the Referee. It is up-to FV to then decide if any further action is taken.

MEDICAL ATTENTION:

- a) 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:
 - i. Should any player playing in a Tournament 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 *tournament designated medical person* when directed to do so by the referee.
 - ii. Where the *designated Tournament medical person* is in attendance at the pitch the agreed official/representative shall be permitted on the field to assist the designated Tournament medical person as required.
 - iii. Ambulances will be called in case of emergency. It is the responsibility of the player or official to ensure they have adequate ambulance cover

Blood Rule

- a) 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.
- b) 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.
- c) 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.
- d) 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.

Injury Insurance

- a) 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

ALCOHOL AND SMOKING

- a) The consumption of alcohol is not permitted in the venue. Anyone found consuming alcohol will be instructed to move from the venue.
- b) Smoking will not permitted 10 metres from the designated Playing Arena and/or Field of Play. Please observe all No Smoking signage.

CODES OF CONDUCT

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.

- *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.*
- *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.*
- *I will never argue with the referee and/or assistant referees regarding decisions they make.*
- *I will treat participants, officials and spectators with respect.*
- *I will play by the laws of the game.*
- *I will cooperate with my coach, teammates, referees and officials at all times.*
- *I will not use any banned substance or drugs of dependence throughout my involvement in the tournament.*
- *I will display good sportsmanship at all times.*
- *I will play for the fun of it and not just to please parents and coaches.*

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 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*

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

- *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*

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 Federation 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

FOOTBALL VICTORIA (FV) – CONTACT DETAILS:

Address: Level 3, 436 St Kilda Road, Melbourne, Victoria 3004
Postal Address: PO Box 7488, Melbourne, Victoria, 3004
Phone: (03) 9474 1853
Facsimile: (03) 9474 1899
E-mail: participation@footballvictoria.com.au

AUSTRALIAN FOOTBALL SKOOL (AFS) – CONTACT DETAILS:

Phone: 1300 4 FOOTBALL (1300 436 682)
Website: www.footballskool.com.au
E-mail: registrations@footballskool.com.au

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