

Rules of Competition



GREEK COMMUNITY CUP

14 January – 4 February 2024

Heatherton United FC

482 SPRINGVALE ROAD, SPRINGVALE SOUTH

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1. STRUCTURE OF COMPETITION

1.1 COMPETITION FORMAT

The tournament will be played as show on table 1

Table 1 - Tournament Structure

	Open Men
Player Numbers	11v11
Field size	Full Size
Goal size	7m x 2m
Ball Size	5
Playing Time (Rounds and Finals)	2 x 35 minute halves for all group games, Cup Quarter Finals and Semi Finals. 2x 45 minute halves for the Cup and Shield Finals
Maximum players on bench	7 (interchange)
Offside	Yes
Format	Group games and play-offs

[Football Victoria Rules of Competition](#)

[FIFA Laws of the Game](#)

Tournament Management reserves the right to modify the playing conditions above to facilitate a suitable competition for a particular age group.

1.2 FINAL PLACINGS

Final placing of teams after pool games is decided by applying the following:

1. Team with the most points
2. Best Goal Difference
3. Most Goals For
4. Least Goals Against
5. Team with the most wins

If all of the above is equal, then the following will occur:

1. The result of the game between the two equal teams
2. If the teams still cannot be separated, a penalty shoot-out in accordance with FIFA regulations will be used to decide the placings.

1.3 GROUP PLAY-OFFS AND GRAND FINALS

In the event of the Play Offs and/or Grand Final being drawn at full time, a penalty shoot out will be conducted in accordance with FIFA regulations.

2 MATCH POINTS

Match Points are awarded as follows:

- Win 3 points
- Draw 1 point
- Loss 0 points
- Forfeit 3 points and 3-0 to Opposing Side

3 PLAYER REGISTRATION

3.1 TEAM SHEETS

All players will need to be registered via the online system. The final selection of players will need to be submitted to the referee at least 45 minutes before kick-off.

If you are asked to provide proof of a players age you must do so with a government issued photo ID. No other forms will be accepted and must be the physical card. No digital or photo copies.

If the opposing team requests for a player to prove their ID card is not able to be produced and verified, the player in question will not be allowed to participate in that game.

For all divisions, each squad can only have a maximum of 7 players on the bench and only players listed on the team sheet will be allowed to play.

Players can only play for one team in the competition.

3.2 ELIGIBILITY

To be eligible to participate in the tournament players must:

- Be registered on an allocated team sheet for a participating team
- Ensure that the team has arranged full payment.
- Failure to comply with the eligibility criteria may result in the whole team being disqualified and expelled from competition.

3.3 INCOMPLETE SQUAD COMPLIMENTS

Squads with incomplete compliments 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.

3.4 INSURANCE COVER

3.4.1 PUBLIC LIABILITY

The tournament has a \$20,000,000 Public Liability Insurance and has ensured the venue that stages match have adequate Public Liability Insurance.

3.4.2 PERSONAL INJURY

The tournament **does not offer** player accident insurance or income protection insurance cover to any participant; players and team officials choose to participate in the tournament at their own risk and will be liable for the costs that arise from suffering injury whilst participating.

4 TOURNAMENT RULES

4.1 PLAYER UNIFORMS

Each player is required to have a number on their playing shirt that matches up with the team sheet.

Should uniform colours clash, it is the responsibility of the away team to wear an alternate colour. All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours. It is the responsibility of the away team to change into their strip, if there is still a clash, bibs will need to be used by the away team. Teams can use their own bibs or see the ground marshal in your area to obtain tournament bibs.

Goalkeepers shall wear any colour provided it does not clash with either team's outfield players.

4.2 MATCH BALLS

Match balls will be provided by the referees. The ball must be approved by the referee at the commencement of the match or at the re-start of every play if the ball is changed at any time. Size 5 balls will be used for all competitions.

4.3 REFEREES

Referees and Assistant Referees will be provided and appointed by Football Victoria. 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.

Under no circumstances are supporters allowed to approach, question or criticise referees during the tournament.

Any misconduct towards referees will not be tolerated and may result in teams losing points or being disqualified from the tournament and may affect future participation of teams from the same club. Any serious incidents will also be reported to FFV for extra action to be taken.

4.4 ASSISTANT REFEREES

In case an Assistant Referee is not provided by Football Victoria, each team will be required to provide a linesperson for the match for all 11v11 competitions. This may be done by a supporter, team official or interchange player.

4.5 TOURNAMENT OFFICIALS

There will be Tournament Officials wearing branded apparel located on all fields to enable easy identification in case information needs to be relayed or clarification needs to be provided to coaches, parents or referees.

Any higher-level issues can be directed towards the Information Desk.

We ask all players, coaches, supporters and parents to respect and work with event officials to ensure a better experience for all involved in the tournament. Players, officials and supporters found to be displaying aggressive or abusive behaviour towards Tournament Officials may be subject to disciplinary action.

4.6 TECHNICAL AREAS

All fields will have clearly designated technical areas. These areas will be clearly identifiable by permanent or temporary fencing and/or ropes as well as signs.

Team Officials (coaches and managers), with official event lanyards, are allowed within the technical areas however cannot enter the field of play unless approval is given by the referee (such as to attend an injured player).

Spectators are not permitted to enter the technical area at any time and will have full view of the games from behind the ropes or fences. Spectators will be required to stand clear of clearly marked out technical areas and must comply with any requests by the referee or Tournament staff in regards to this. If unsure of where the technical area is located below approach the closest staff member.

When permitted players or officials enter the technical areas, they may only do so via the clearly designated gates.

These rules are to ensure the game is able to proceed without obstruction and in a safe environment for players, team officials and referee. Please ask your supporters to respect the Technical Areas and all officials.

4.7 SCORE SIGNOFF

Immediately at the conclusion for each game a tournament official will obtain the official score from the referee.

The official will require the coach or team manager from each team to sign off the game card before the score of the game is submitted.

Coaches are reminded not to leave the field without signing off the game card to make the score official.

4.8 FORFEIT

If a team is not on their allocated pitch ready to start, five minutes after their scheduled kick off time, they will forfeit the game, and a 3-0 loss will be listed as the official result for that particular game.

4.9 INJURY TIME

The referee and tournament officials reserve sole rights to add on injury stoppage time at their discretion.

4.10 INTERCHANGE OF PLAYERS

Interchanges may only take place during a stoppage in play and with the referee's permission.

Each team can make an unlimited amount of interchanges in any given fixture provided they only have a maximum of 7 players on the bench.

4.11 ROUND GAMES

Teams will be placed in groups where they will play a round robin format and accumulate points.

4.12 PLAY-OFFS FORMAT

Please refer to the fixtures for further information on the progression from the group phase to the knock-out stages. To be confirmed once all groups are finalised.

4.13 EXTREME WEATHER CONDITIONS

In extreme weather conditions, tournament management or the appointed match official reserves the right to shorten, postpone, delay or abandon any fixture that in his/her opinion compromises player safety.

In extreme heat conditions, tournament management or the appointed match official reserves the right to include drink breaks at any time during a fixture. Matches may be, shortened, postponed or cancelled as a last resort.

4.14 RED AND YELLOW CARD OFFENCES

Red and yellow cards can be issued during a match at the discretion of the referee to players and team officials.

Any player or official given a straight red card may not be able to play the rest of the tournament depending on the severity. If two yellow cards are shown to the same player in the same match, the player will miss the next match.

If the whole team demonstrates repeated abusive behaviour, they will be expelled from the competition and may be banned from future tournaments.

3 Yellow cards in different games will be accumulated and result in a one game suspension. Repeat offenders may be suspended at the discretion of tournament management.

4.15 CROWD BEHAVIOUR

The event takes crowd behaviour seriously therefore inappropriate behaviour from spectators will not be tolerated.

Teams and Clubs will be held responsible for their supporter's behaviour. Matches may be forfeited at the referee and/or tournament officials' discretion. Teams may also be deducted points or disqualified from the tournament. Where multiple teams from a particular club are found to be displaying poor behaviour, tournament management reserves the right to suspend whole clubs from future tournaments.

Under **NO** circumstances are supporters allowed to approach, question or criticise referees during the tournament.

4.16 BLOOD RULE

In the event a player from either team suffers an injury which results in blood loss, the appointed match official will request that the injured player receive attention outside the field of play. Only when the match official is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to re-join the game.

In the event the player's uniform or attire contains with blood, the referee will instruct that player to change their attire before being permitted to re-join the game. Should the injured player be required to change their uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

4.17 JEWELLERY

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.

4.18 FIRST AID

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

4.19 ALCOHOL AND SMOKING

The tournament will have a dedicated licenced bar area located near the fields. Due to liquor licencing requirements, all alcohol must be purchased and consumed within the licenced area. BYO alcohol must not be consumed onsite.

Players are discouraged from consuming alcohol prior to their matches and any player who is found to be under the influence of alcohol or drugs will be removed from the field

Smoking is not permitted around the pitches and should be kept to area designated for this purpose. In the case where there is no designated area; smoking is to be 20 metres away from any pitch when a game is in play and away from other tournament attendees.

5 CODES OF CONDUCT

The below Codes of Conduct shall apply to all players, team officials and supporters at the tournament. By entering or attending this tournament, you agree to abide by the relevant Code of Conduct below.

Any breach of the relevant Code of Conduct shall be subject to disciplinary action by Australian Football Skool. This may include the offending individuals, teams and/or clubs being suspended and/or expelled from the premises and not be allowed into future events or programs operated by the Australian Football Skool.

5.1 PLAYERS' CODE OF CONDUCT

"For the good of the game"

- 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, and 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.

5.2 SUPPORTERS' CODE OF CONDUCT

"For the good of the game"

- Supporters are not allowed to enter the field of play under any circumstances.
- Do not coach 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, including the opposition. Applaud good football all-round.
- Winning isn't everything.
- Remember that players play sport for their enjoyment, not yours.
- Focus on the players efforts and performance rather than winning or losing.

- Encourage players to always participate according to the rules.
- Never ridicule or yell at a player for making a mistake or losing a game.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach others to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, the players could not participate.
- Respect the facilities that are being used.
- 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
- Always follow the instructions of the referee and/or tournament staff

5.3 TEAM OFFICIALS' CODE OF CONDUCT

"For the good of the game"

- 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 talented players. Less developed players need and deserve equal playing 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 or tournament first aid staff when determining whether an injured player is ready to recommence training or competition games
- Coaches: 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 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, sexual orientation, playing ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes
- Set the example. Players look up to coaches as role models. Display behaviours that you want your players to follow.
- Always follow the instructions of the referee and/or tournament staff