



2024 DOCKERTY CUP/AUSTRALIA CUP COMPETITION REGULATIONS



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1. COMPETITION STRUCTURE

1. COMPETITION STRUCTURE

1.1. GENERAL INFORMATION

- 1.1.1. All Clubs participating in the Australia Cup are bound by *Australia Cup Competition Regulations* as stated by FA from time to time.
- 1.1.2. All Clubs participating in the Dockerty Cup are bound by FV's *Rules of Competition* as promulgated by FV from time to time.
- 1.1.3. These Supplementary Competition Regulations (**Regulations**) shall apply to all Australia Cup Preliminary Round fixtures (**Fixtures**) administered by FV and may be amended by FV at any time.
- 1.1.4. These Competition Regulations (**Regulations**) shall apply to all Dockerty Cup (**Cup**) fixtures administered by FV and may be amended by FV at any time.
- 1.1.5. To the extent there is any inconsistency between these Regulations and the Australia Cup Competition Regulations, the latter shall prevail.
- 1.1.6. Terms defined in the Australia Cup Competition Regulations and FV Rules of Competition shall have the same meaning in these Regulations unless otherwise stated.
- 1.1.7. All Victorian Men's State League (**MSL**) Victorian Premier League Men's (**VPLM**) and National Premier Leagues (**NPL**) Clubs are required to register and participate in the Australia Cup. Failure to comply may result in a Club being penalised under the FV GDT By-Laws.
 - a. Melbourne University Soccer Club is permitted to field one (1) Team in the Australia Cup.
- 1.1.8. The Fixtures will follow a gradual seeding based on each Club's 2024 Division allocation. Clubs will enter at the following stages or at FV sole discretion:
 - a. All Clubs in MSL 5, MSL4, MSL3 and all non MSL/VPLM/NPL Clubs will enter the tournament in Round One (1);
 - b. No new Teams will enter at Round Two (2);
 - c. All Clubs in MSL2 and MSL1 will enter at Round Three (3); and
 - d. All Clubs in VPLM 2, VPLM 1 and NPLM will enter at Round Four (4).
- 1.1.9. FV may amend the seeding of any Club within the draw as it deems necessary.
- 1.1.10. All Round winners will proceed to the next Round.
- 1.1.11. All Round draws will be random with no separation of seeds within each Round.
- 1.1.12. Where required, a bye round will fill any vacant slots in the draw process.
- 1.1.13. The competition progression will be as follows:
 - a. **Round 1:** All Clubs outlined in Regulation 1.1.6.a. with winners progressing to Round Two (2).
 - b. **Round 2:** Winners of all Fixtures outlined in Regulation 1.1.11.a. with winners progressing to Round Three (3).
 - c. **Round 3:** All Clubs outlined in Regulation 1.1.6.c. plus the winners of all Fixtures outlined in Regulation 1.1.11.b. with winners progressing to Round Four (4).
 - d. **Round 4:** All Clubs outlined in Regulation 1.1.6.d. plus the winners of all Fixtures outlined in Regulation 1.1.11.c. with winners progressing to Round Five (5).

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- e. **Round 5:** Winners of Fixtures outlined in Regulation 1.1.11.d. with winners progressing to Round Six (6).
 - f. **Round 6:** Winners of Fixtures outlined in Regulation 1.1.11.e. with winners progressing to Round Seven (7).
 - g. **Round 7:** Winners of Fixtures outlined in Regulation 1.1.11.f. with winners progressing to the National Australia Cup Round of 32.
- 1.1.14. The Dockerty Cup Finals will be contested by the five (5) FV Member Clubs that qualify for the Australia Cup Round of 32:
- a. Should a Club choose not to compete in the Dockerty Cup, the Club may be fined and face further sanctions under the GDT.
 - b. Should a Club not compete, FV at its absolute discretion may replace the withdrawn Club with another Club that competed in the Australia Preliminary Rounds Victoria.
- 1.1.1
- c. For clarification the five (5) FV Member Clubs that will compete in the Dockerty Cup Finals will be the winners of the five (5) Round 7 Dockerty Cup and Australia Cup Preliminary Rounds.
- 1.1.15. The Dockerty Cup Finals progression will be as follows:
- a. A Play-off fixture involving two (2) of the five (5) teams outlined in regulation 1.1.3 will be drawn at random to determine who shall participate in the Play-off fixture.
 - b. Semi Finals: Clubs outlined in Regulation 1.1.3 and the winner outlined in Regulation 1.1.5 a, the winners will progress to the Cup Final.
 - c. Cup Final: Winners of matches outlined in Regulation 1.1.5.b, with the winner declared Dockerty Cup Champion.
- 1.1.16.
- 1.1.17. FV may alter Fixture dates, venues and/or kick off times and dates as it deems necessary in its sole and absolute discretion.
- 1.1.18. Clubs competing in the Fixtures must comply with the Covid-19 [Return to Training/ Play Conditions](#) as published on the Football Victoria website and updated from time to time.

1.2. PLAYER ELIGIBILITY

- 1.2.1. FV's 2024 Grievance, Discipline and Tribunal By-Law (GDT) shall apply where a Club fields an Ineligible Player in any Fixture or otherwise commits a breach of these Regulations, the National Disciplinary Regulations or Australia Cup Competition Regulations where applicable.
- 1.2.2. To be eligible to participate in the Australia Cup Preliminary Rounds in Victoria, Players must be at least 15 years (or older) by December 31 2023, unless an application to FV for exemption from Regulation 1.2.2 is made by the Player's Club on behalf of a Player and is accepted by FV.
- 1.2.3. Any such request for an exemption must at a minimum meet the following criteria. The Player:
 - a. must be supported by a signed letter from the Player's Club supporting the application;
 - b. The application must be supported by a signed letter from the Player's Technical Director;
 - c. The application must be supported by a signed letter of consent from the Player's parent or guardian supporting the application;
 - d. The application must be supported by a document listing general medical details of the Player by a medical professional; and

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- e. The application must be supported by a maturity offset report for the Player provided by a sport science professional;
- 1.2.4. All dispensations referred to in Regulation 1.2.3 will be considered by FV at its sole and absolute discretion.
- 1.2.5. If any application does not satisfy criteria in Regulation 1.2.3, FV may request additional information before considering the application.
- 1.2.6. In accordance with the Australia Cup Competition Regulations, to be eligible to play in the Australia Cup, Players must be currently registered to their Club in accordance with the National Registration Regulations.
- 1.2.7. In addition, for the Dockerty Cup and Australia Cup Preliminary Rounds, Players must be registered to their Club in accordance with any FV Registration Regulations and Rules of Competition applicable to that Club's senior men's Team which and in accordance with team tied regulation (i.e. cup tied, having played for another club in an earlier round of Australia Cup competition in the same season) of the *Australia Cup Competition Regulations*;
 - a. A Player is only eligible to participate with one (1) Club in each season of the Australia Cup. A Player will be deemed to have participated in a Fixture where they have:
 - i. been listed as a Player on the team sheet for the Fixture; and
 - ii. played in the Fixture either as a starting Player or as a substitute (noting that this does not include an unused substitute).
 - b. National Premier Leagues Clubs (NPL) who utilise the Player Points System (PPS) must comply with the requirements of the PPS as required.
 - c. All VPLM 1 & VPLM 2 Clubs must comply with Senior Club Rosters and Club Visa Player restrictions as required by the relevant Rules of Competition.
 - d. All Men's State League 1 Clubs must comply with Visa Player restrictions.
- 1.2.8. A Player can only play for one (1) Club in the Dockerty Cup and Australia Cup in a particular year. For clarity, this restriction prevents a player who has represented a Club in any Australia Cup Rounds or Dockerty Cup Rounds from playing for a different Club in the Dockerty Cup or Australia Cup in the same season.

1.3. SUBSTITUTION REGULATIONS

- 1.3.1. For Dockerty Cup and Preliminary Rounds of the Australia Cup, a Club may select up to six (6) Players as substitutes on the Match Record, with at least one (1) of the six (6) substitutes being a nominated goalkeeper.
- 1.3.2. For all Fixtures, the following Substitution Rules will apply:
 - a. Up to a maximum of five (5) Players (including a goalkeeper) may be replaced at one (1) of the three (3) permitted substitution opportunities during a Fixture, up until the conclusion of normal playing time, time lost or Extra Time, if played. The replacement Player must be one of the Substitutes selected on the Match Record as directed above. For the avoidance of doubt, any:
 - i. Substitutions made during the half-time break will not count towards the three (3) permitted substitution opportunities during a Fixture; and
 - ii. Substitution or substitution opportunities that have not been used at the conclusion of normal time or time lost, if played, such unused substitutions and substitution opportunities may be used during Extra Time; and

1. COMPETITION STRUCTURE

- iii. in the event a Team uses all five (5) substitutes during the 90-minute period no further substitutions are possible during Extra Time. For the avoidance of doubt an additional substitution opportunity will be afforded to a Team who has utilised all three (3) opportunities during normal time but still has an unplayed substitute or substitutes remaining.
 - iv. Any additional substituted player(s) will be deemed ineligible for the purposes of that fixture.
- 1.3.3. All substitutes must be seated within the Technical Area.
 - 1.3.4. Substitutes may warm up outside of the Technical Area, provided they are wearing an alternative colour or bib to the team strip and opposition team strip.
 - 1.3.5. When warming up, substitutes must choose an area furthest from the opposing team or as advised by the appointed Match Official.
 - 1.3.6. A maximum of 12 persons are permitted to be within the Technical Area at any given time during a Competition Fixture. Those persons may only include the coach and assistant coach, the Team manager, the substitutes and a registered health practitioner, sports trainer or accredited first aider as well as technical football and strength and conditioning staff.
 - 1.3.7. Subject to Rule 2.1.8, all persons must remain seated within the confines of the Technical Area, except in special circumstances e.g., a physiotherapist or doctor entering the field of play, with the Match Official's permission, to assess an injured player.
 - 1.3.8. Players may leave the Technical Area to warm up, provided it does not interrupt the view of any Match Official.
 - 1.3.9. Only one (1) person may stand up at one (1) time within the Technical Area.
 - 1.3.10. All persons within the Technical Area must be wearing colours that clearly distinguish them from all players and Match Officials on the field of play e.g. a bib, jackets.
 - 1.3.11. The Match Official may expel any person from the Technical Area at any time as he or she sees fit. The Competition Fixture will not recommence until that person has left the Technical Area and field of play to the Match Official's satisfaction.
 - 1.3.12. A player or Club Associate who is under suspension must not be present in the Technical Area. Should a player or Club Associate be in breach of this rule they will be subject to further penalties under the GDT.

1.4. EXTRA TIME AND PENALTIES

- 1.4.1. Replays do not apply for drawn Dockerty Cup and Australia Cup Preliminary Round fixtures.
- 1.4.2. If, at the conclusion of the regular period in any Dockerty Cup and Australia Cup Preliminary fixture (including injury time), the scores between the two (2) Clubs are tied, then extra time of two (2) equal periods of fifteen (15) minutes will be played. The conditions of the FIFA Laws of the Game will apply.
- 1.4.3. If scores remain equal at the conclusion of both periods of extra time, penalty kicks will be taken to determine the winner of the Australia Cup Match. Subject to the clause 1.4.4, such penalty kicks will be taken in accordance with the FIFA Laws of the Game.
- 1.4.4. The location of the penalty kicks will be decided by tossing a coin unless it is otherwise determined by:
 - a. the Referee in accordance with the Laws of the Game; or
 - b. the Match Commissioner following consultation and agreement with the Referee, where there are relevant operational, performance and safety considerations that promote the taking of the penalty kicks from a particular goal (e.g. ground conditions, broadcast infrastructure).

2. FIXTURE REQUIREMENTS

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2.1. GROUND MARSHALS

- 2.1.1. Each Club must provide the number of marshals (Ground Marshals) directed by FV.
- 2.1.2. Ground Marshals must;
 - c. be at least 18 years old and provide the Match Official with their name;
 - d. be in a clearly identifiable uniform;
 - e. be visible from the field of play at all times;
 - f. escort the Match Official(s) to and from the change rooms and the Field of Play at the commencement of the Fixture, at half time and at full time; and
 - g. where required, assist the Match Officials(s) to ensure a safe playing environment for all Players, Club Officials and spectators.
- 2.1.3. Match Officials must not leave their dressing rooms to enter the Field of Play or return to their rooms from the Field of Play until the identifiable Ground Marshals are present.

TABLE 2.1 - MINIMUM NUMBER OF GROUND MARSHALS FOR ALL ROUND AND FINALS FIXTURES

ROUND	MINIMUM NUMBER OF GROUND MARSHALS
Round 1	2
Round 2 & 3	4
Round 4, 5, 6 & 7	6
Play Off	6
Semi Final	6
Grand Final	6

- 2.1.4. FV may vary the minimum Ground Marshal requirements for any Fixture at any time.
- 2.1.5. Each home and away Club is required to provide 50% of the required Ground Marshals for each Fixture, failure to do so may result in the Club being subject to a penalty under the GDT.

2.2. PLAYER STRIP

- 2.2.1. Team Strip:
 - a. All Clubs must nominate a 'Home' and an 'Alternate' playing strip prior to the commencement of that Club's first Fixture in 2024. The Club's 'Home' and 'Alternate' playing strips must be entered into the Dockerty Cup and Australia Cup 2024 Preliminary Rounds Registration Form. The 'Home' Club is the first named Club in the fixture for the purposes of strip allocation for a Fixture, irrespective of where the Fixture is played.
 - b. The Home Club in each Fixture is required to wear their nominated 'Home' playing strip, unless otherwise instructed by FV.
 - c. In the instance of a strip clash between the home and away Team as determined by the Match Official, the away Team is required to provide a sufficient alternate playing strip, as determined by the Match Official and/or FV.

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- d. A Club may be penalised, and a forfeit win awarded to the non-offending Team, if a Fixture does not commence due to an inability to resolve a clash of strips, and it can be established that such Club or Team did not comply with Rule 2.2.1.c.

TABLE 2.2 - CLASHES AND PERMISSIONS

ITEM	FIXTURE		
	MSL vs MSL	MSL vs VPLM/NPL	VPLM/NPL vs VPLM/NPL
Playing Shirt	No Clash Permitted	No Clash Permitted	No Clash Permitted
Shorts	Clash Permitted	Clash Permitted	No Clash Permitted
Socks	No Clash Permitted	No Clash Permitted	No Clash Permitted

2.3. MATCH BALLS

- 2.3.1. The Home Club shall provide the Match Official with three (3) match balls (size 5) no later than 30 minutes prior to the start of the Fixture.
- 2.3.2. All Clubs must use a licensed match ball from one (1) of FV's licensed ball manufacturers as advised by FV from time to time (see FV Website).
- 2.3.3. Where directed by FA or FV, Clubs must use the Official Australia Cup Match Ball. In addition, all Round 7 Fixtures must use the Official Australia Cup Match Ball supplied.
- 2.3.4. For each of the Play-Off and Semi Final fixtures, the Home Club must supply their own size 5 Match Balls.
- 2.3.5. Any breach of the match ball licensing arrangements must be reported to FV by the Match Official.
- 2.3.6. A failure to comply with Regulation 2.3. will result in any applicable penalties as determined by Football Victoria and as set out in the GDT.

2.4. RESULTS OF MATCH

- 2.4.1. Clubs must adhere to the requirements relating to the use of online match records, results, results reporting and match data recording, as prescribed by FV [here](#), under clause 3.3
- 2.4.2. Clubs must list on the Match Record all Players taking part in a Fixture and must produce to the Match Official a Match Record not less than 60 minutes before the commencement of the Fixture.
- 2.4.3. If a Club disagrees with any of the details on a Match Record prior to the commencement of the Fixture, the Fixture must still take place as per the fixtured start time.
- 2.4.4. A Match Official has the discretion to amend a Match Record up until 30 minutes after the conclusion of the Fixture. The Match Official must inform a representative of both Teams who must sign the Match Record to confirm the amendment.
- 2.4.5. Subject to Rule 2.4.10, a Club may be charged with Misconduct if:
 - a. any Player listed on the Match Record is ineligible in accordance with either these Rules or the GDT; or
 - b. more than 16 Players are listed on the Match Record; or
 - c. it fails to list on the Match Record the shirt number, full name and FFA ID number for each Player, or adds Players to the Match Record after submission to the Match Official (and without the Match Official's permission). The club shall be processed in accordance with the terms of the GDT and liable for any fines or penalties as prescribed by FV.

2. FIXTURE REQUIREMENTS

- 2.4.6. A representative from each Team must sign the Match Record at the conclusion of the Fixture and should do so only after the appointed Match Official has recorded all outstanding details.
- 2.4.7. If a Club disagrees with any of the details on a Match Record (either its own or the opposition's), the Club must sign and indicate any disputed information by circling the detail in question. Only the following information can be disputed:
- a. Goal Scorers;
 - b. Red and Yellow Cards
 - c. Final score; or
 - d. Player eligibility
- 2.4.8. Match Record Disputes will only be investigated by FV in the following circumstances:
- a. The Match Record and a request to conduct a match investigation is lodged with FV within 24 hours of the conclusion of the Fixture and;
 - b. The following evidence is submitted by the Club in support of its request for a match investigation:
 - i. Complete Match Record
 - ii. Video and/or photographic evidence;
 - iii. Statutory Declaration(s); and
 - iv. Any other information accepted from the Club at the discretion of FV.
- 2.4.9. FV may extend or abridge the deadline referred to in Rule 2.4.8.a. at its discretion.
- 2.4.10. FV reserves the right to amend the Match Records and will only be amended if FV is satisfied that there was no malice or intent to gain an advantage.
- 2.4.11. Once signed by all parties at the conclusion of the Fixture, each Club must make a copy of its Match Record available to the opposing Team.
- 2.4.12. All results information shall be entered online via GameDay no later than 60 minutes following the conclusion of each Fixture.
- a. Home Club
 - i. Complete Match Record
 - ii. Home Team Goal Scorers
 - iii. Home Team Yellow Cards
 - iv. Home Team Red Cards
 - b. Away Club
 - i. Complete Match Record
 - ii. Away Team Goal Scorers
 - iii. Away Team Yellow Cards
 - iv. Away Team Red Cards
- 2.4.13. Clubs which fail to notify FV of the results of any Fixture by the time and in the manner stipulated above may be fined and penalised under the GDT.
- 2.4.14. Clubs are obliged to participate in Fixtures. Any Club which fails to do so:
- a. Will be deemed to have forfeited the Fixture; and
 - b. Will be fined as determined by FV unless it notifies FV of Non-Participation by 9.00am five (5) days prior to the Fixture.

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- 2.4.15. In the event of forfeit without adequate notification (per the NPL Rules of Competition) to FV, the payment of any Match Official Match Fees is entirely (100%) the responsibility of the non-participating Club. The payment will be shared (50%) if both Clubs do not participate in the Fixture.

2.5. VENUE REQUIREMENTS

- 2.5.1. **Round 1 - Round 3:** Senior Venue class venue more particularly described in the Minimum Facilities Requirements or as otherwise approved by FV at its sole and absolute discretion.
- 2.5.2. **Round 4 - Round 7:** Senior Venue class venue more particularly described in the Minimum Facilities Requirements or as otherwise approved by FV at its sole and absolute discretion.
- 2.5.3. Fixtures may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA standard or as otherwise approved by FV.

2.6. LIGHTING STANDARDS

- 2.6.1. Clubs wishing to play Fixtures under lights must ensure that the facility lighting complies with FV's Football Lighting Policy as published from time to time.

TABLE 2.6 - LIGHTING REQUIREMENTS FOR FIXTURES

FIXTURE	MIN LUX	HORIZONTAL UNIFORMITIES		MAX GLARING RATING
		U1 (MIN AVG.)	U2 (MIN MAX)	
MSL vs MSL	100	0.5	0.3	50
MSL vs VPLM/NPL	100	0.5	0.3	50
VPLM/NPL vs VPLM/NPL	200	0.6	0.4	50

2.7. STRETCHERS/ FIRST AID

- 2.7.1. Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use at all Fixtures.
- 2.7.2. Each Home Club must provide a First Aid Kit including, but not limited to:
- Band Aids;
 - Bandages; and
 - Ice Pack (or other available ice)

2.8. HOSTING OF FIXTURES

- 2.8.1. The Club drawn first and named first on published Fixtures will be the Home nominated Club.
- 2.8.2. Home Clubs must provide a venue and kick off preference within 48 hours from the publication of the draw, subject to the following conditions and unless otherwise advised by FV:
- if the Home Club is unable to provide a suitable venue, the second named Club of the Fixture will be given 48 hours to provide a venue and kick off preference;
 - if any Club provides written confirmation of their inability to host the Fixture prior to the deadlines set in Regulation 2.8, the Clubs forfeit their hosting rights including kick off preference;
 - in the event that neither participating Club can provide a venue, FV at its sole discretion will

2. FIXTURE REQUIREMENTS

provide a venue and allocate a kick off date and time. This shall not be appealable.

- 2.8.3. FV may alter the deadline for venue and kick off preferences outlined in Regulation 2.8.2 as it deems necessary and at its sole discretion.

2.9. SECURITY & POLICING

- 2.9.1. The Club which hosts a Fixture is responsible for security and/or police as directed by FV. Ordinarily this will be wholly the responsibility of the Home listed Club but FV reserves the right to require any Club involved in a Fixture to meet FV determined security requirements.
- 2.9.2. All Clubs, Players, Match Officials and Club Officials participating in a Fixture must comply with the FV's Match Day Risk & Security Policy as promulgated by FV and any security arrangements put in place as a result of the application of that policy.
- 2.9.3. FV require the below Security and Ground Marshals at each of the Play-Off and Semi Final fixtures:

SECURITY REQUIRED	GROUND MARSHALS
6	6

3. FIXTURE DETAILS

3. FIXTURE DETAILS

3.1. ADMITTANCE TO FIXTURES

3.1.1. Admittance Prices

- a. Admittance prices for the Fixtures shall be up to the following maximums:

TABLE 3.1. – ADMITTANCE TO FIXTURES

ROUND	ADULT	CHILD	CAR PARKING
Round 1 & 2	\$5	\$3	\$3
Round 3	\$6	\$4	\$3
Round 4	\$8	\$5	\$3
Round 5 & 6	\$10	\$7	\$3
Round 7	\$12	\$8	\$3

Please note that Clubs may only charge the full amount (GST Incl.) if they are registered for GST.

3.1.2. Conditions of Entry to Venues

- a. FV's and FA's conditions of entry to venues apply to all Fixtures. Each hosting Club shall display those conditions at each entry point to the venue.

3.2. MATCH OFFICIAL FEES

- 3.2.1. Match Officials fees outlined below in Table 3.2. will apply but are subject to change at any time:

TABLE 3.2. – MATCH OFFICIAL FEES

ROUND	REFEREE	ASSISTANT REFEREE 1	ASSISTANT REFEREE 2	RESERVE/4 TH OFFICIAL (IF APPLICABLE)
Round 1	\$150	\$75	\$75	\$75
Round 2	\$150	\$75	\$75	\$75
Round 3	\$180	\$90	\$90	\$90
Round 4	\$200	\$100	\$100	\$100
Round 5	\$225	\$120	\$120	\$120
Round 6	\$250	\$125	\$125	\$125
Round 7	\$300	\$150	\$150	\$150

- 3.2.2. The Home Club is responsible for the payment of Match Officials fees as published by FV from time to time, however:
 - a. Should the Home listed Club not provide a venue and the Away listed Club provide a venue, the Away listed Club will be responsible for the Match Official fees.
 - b. Where agreed upon in writing between competing Clubs, Clubs may split the payment of Match Official fees.
 - c. If any Fixture is played at an FV selected neutral venue the Match Official fees are split equally between the participating Clubs.

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3.3. FIXTURE TIME AND PLAYING DAYS

- 3.3.1. Round 1, 2, 3 and 4 Fixtures will be played on either: Friday, Saturday or Monday, although FV may schedule Fixtures on other days as it deems necessary, or otherwise approved by FV.
- 3.3.2. Friday or Monday night Fixtures may not kick off earlier than 7:00PM or later than 8:00PM, unless the Fixture has been rescheduled according to Rule 3.4 or as otherwise determined by FV.
- 3.3.3. Fixtures cannot be scheduled for a Friday or Monday night if the distance between the home venues of the two (2) Clubs exceeds 50km, unless upon written agreement of the two (2) Clubs, or otherwise determined by FV i.e. mid-week Rounds 5, 6 and 7.
- 3.3.4. Fixtures may not kick off earlier than 3:00PM or later than 8:00PM, unless the Fixture has been rescheduled according to Rule 3.4, or as otherwise scheduled by FV.
- 3.3.5. Where a Regional based Club (as determined by FV) is fixtured against a Metropolitan or another Regional based Club in the qualifying or Rounds 1-4, FV may in its sole and absolute discretion direct a set kick off time to allow sufficient travel time to and from the venue for the 'Away' Club.
- 3.3.6. Fixtures may be played on alternate days and times with the written consent of both competing Clubs providing it does not negatively impact the draw or future Rounds or as determined by FV.
- 3.3.7. Where possible, each Round 7 fixture will be scheduled on a separate date. The scheduling of Round 7 Fixtures is at the absolute and sole discretion of FV.

3.4. ABANDONED COMPETITIONS FIXTURES

- 3.4.1. Fixtures may only be abandoned by a decision of the Match Official.
- 3.4.2. A Fixture may be abandoned for any, but not limited to, the following reasons:
 - a. Any Team has its playing numbers reduced for any reason below the minimum IFAB requirement of seven (7) Players;
 - b. The lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;
 - c. The Match Official determines that playing conditions have become unsafe or untenable for any reason.
 - d. The Match Official, in consultation with security staff and ground marshals where applicable, determines that the conditions for Players, coaches, Match Officials or spectators have become unsafe or untenable for any reason;
 - e. One or both of the Teams is not ready to commence the Fixture within 15 minutes of the scheduled kick-off time; or
 - f. In accordance with Rule 3.6.
- 3.4.3. If a Fixture is abandoned due to a matter set out in Rule 3.4.2, FV may determine one of the following outcomes of the Fixture at its absolute and sole discretion:
 - a. If 80 percent or more of Normal Time has been played then the score at the time of abandonment may stand. 'Played' in the context of this Rule will be determined by FV with reference to the Match Official.
 - b. If a Fixture has been abandoned prior to the 80 percent mark in a fixture, FV may determine one of the following;
 - c. Competition Fixture to be replayed in full.

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- d. Competition Fixture to be awarded as a 'No Result'.
- e. Competition Fixture result is 0-0.
- f. Competition Fixture result is 3-0 to the non-offending Team, unless the score at the time of abandonment was greater and in favour of the non-offending Team, in which case the greater result will stand. In determining what is a 'greater' result, FV will give preference to goals FOR in the first instance (i.e. 4-1 will be considered a 'greater' result than 3-0).
- g. Competition Fixture to be replayed from the time at which the original Competition Fixture was abandoned. In the event a Competition Fixture is replayed in accordance with this Rule:
 - i. The score at the time of the abandonment remains the score at the time the Competition Fixture recommences; and
 - ii. Only players listed on the Match Record for the initial Competition Fixture between the two sides will be eligible to compete in the recommenced Competition Fixture, unless FV determines that additional players are eligible (for example, in the case of player injury or availability); and
 - iii. FV will determine what, if any, further substitutions are allowed by each Team during the recommenced Competition Fixture, giving consideration to the number of substitutions made in the Competition Fixture before it was originally abandoned (including which players may take the Field of Play or be substituted on).
- h. Competition Fixture result at time of abandonment shall stand.

3.4.4. When a Fixture is abandoned:

- a. after commencement of the Fixture, all Match Officials are entitled to receive 100% of their normal match fee; or
- b. prior to commencement of the Fixture, all Match Officials are entitled to receive 50% of their normal match fee if the Match Official(s) were present at the venue when the Fixture was due to commence.

3.4.5. Match Officials may not claim more than one (1) postponed match fee from one venue on one day.

3.4.6. If a Fixture is abandoned by the Match Official, both the Match Official and the Home Club must notify FV by the following working day that the Fixture has been abandoned.

3.5. POSTPONED/RESCHEDULED FIXTURES

3.5.1. Fixtures may only be postponed or rescheduled by FV Competition staff.

3.5.2. FV may reschedule Fixtures at its discretion. In exercising that discretion, FV:

- a. Will take into consideration all relevant circumstances including but not limited to league fixtures and the scheduling of future Fixtures.

3.5.3. FV will determine the new time and date for the playing of a postponed/rescheduled Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled Fixture as determined by FV and any Club which fails to do so will automatically forfeit the Fixture and may face penalty under the GDT.

3. FIXTURE DETAILS

- 3.5.4. Any postponed or abandoned Competition Fixture that requires rescheduling will be rescheduled at the earliest possible date while taking in consideration the next scheduled Fixture or as determined by FV.
- 3.5.5. Any Competition Fixture scheduled by FV to be replayed must be completed by no later than 48 hours prior to the next scheduled Dockerty Cup /Australia Cup Round or unless otherwise approved or directed by FV in writing.
- 3.5.6. Any Club Associate or Club found guilty of rearranging a Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be subject to Misconduct under the GDT. FV may also record the final score of any such Fixture as a 'No Result'.

3.6. WEATHER CONDITIONS

- 3.6.1. FV and/or the Match Official may delay or abandon any Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants health and/or safety. Refer to [Extreme Weather Policy](#).
- 3.6.2. FV and/or the Match Official may 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.
- 3.6.3. If 30 minutes before kick off or at any time during a fixture, the temperature at the venue is 32° or above, water bottles may be made available to enable any player to take a drink during the course of the Competition Fixture. Permission of the Match Official to take a drink is not required in these circumstances.
- 3.6.4. If conditions are considered extreme by the Match Official, he or she may;
 - a. allow a 2-minute break during the course of each half;
 - b. allow additional drinks breaks in accordance with Rule 2.5.2. or otherwise;
 - c. abandon the Competition Fixture, if in his or her opinion it is unsafe to continue.

4. MINIMUM FACILITIES REQUIREMENTS

4. MINIMUM FACILITY REQUIREMENTS

Section 1 – Field of Play & Environment	
General	The Field of Play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch Size	Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 74 metres
Run Offs	A minimum runoff area of 3 metres to any tripping hazard or solid obstruction, including fences and Team benches, must be provided.
Goals	<p>Goalposts and nets must be in accordance with the Laws of the Game.</p> <p>The goalposts and crossbar must be made of metal or other approved material.</p> <p>They may be square, rectangular, round or elliptical in shape and must not be dangerous to Players.</p> <p>The distance between the posts is 7.32 m and the distance from the lower edge of the crossbar to the ground is 2.44 m.</p> <p>Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm.</p> <p>The goalposts and crossbars must be white.</p> <p>Goals must have nets which must be secured effectively to the posts and ground to ensure the ball is trapped. The nets must be pulled back to allow sufficient safe space within the goal space.</p> <p>Permanent and semi-permanent goals must conform to Australian Standard AS 4866.1-2007 - Playing field equipment- Soccer goals Part I: Safety aspects and be properly installed and secured.</p> <p>Movable goals must be compliant with the Australian Competition and Consumer Commission's Consumer Protection Notice No.28 of 2010. Goals must be safely secured in position.</p> <p>Goals must not have sharp edges protruding that may cause injury.</p>
Corner Posts and Flags	Corner posts and flags must be in accordance with the Laws of the Game. Posts must not be metal or spring loaded. They must be plastic or wood and stand a minimum of 1.5 metres above the ground with a non-pointed top. Corner flags must not feature nationalistic emblems or reference.

4. MINIMUM FACILITIES REQUIREMENTS

Section 1 – Field of Play & Environment Cont.	
Pitch Surface	<p>The field of play must be safe and even without trip hazards.</p> <p>If a hard-based cricket wicket is present on the field of play it must be covered with soil or be of a material similar to grass.</p> <p>The edges of the wicket must not protrude from the ground or in any way cause a tripping hazard. The field of play must be configured so that the hard cricket wicket is not located within the penalty area.</p>
Pitch Surface - Synthetic	Matches may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA 1 star standard or as otherwise approved by FV.
Line Markings	The playing pitch must be marked in accordance with Law 1. However, Matches may be played on fields with extraneous markings provided approval has been sought from FV with specific regard to the number of, and colour of, any marking not outlined in Law 1.
Line Marking Products	<p>Only products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses may be used for line marking.</p> <p>Lime, Herbicides and other products such as 'Round Up' that are harmful to a person's health can cause damage to the playing surface are not to be used under any circumstances.</p>
Stretcher	<p>One stretcher suitable for first aid and emergency use must be placed at the half way line prior to the commencement of each Match. The stretcher must remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match.</p> <p>Wooden or canvas stretchers are not suitable. One stretcher may not be allocated to two pitches at any one time.</p>
Pitch Fence	Where a pitch fence is not in place at least a rope or bunting around the pitch at a height of around 1 metre and a minimum 3 metres in distance from the side lines and goal lines must be in place to provide a clear indication of segregation of the playing area.
Technical Area	<p>A Technical Area must be marked for each Team on the same side of the field and on opposite sides of the half way line.</p> <p>It must be located no closer than 7 metres and no greater than 20 metres from the halfway line.</p> <p>The technical area extends 1 m on either side of the designated seated area and extends forward up to a distance no closer than of 1 m from the touch line. A Technical Area must be in accordance with the Laws of the Game.</p>
Technical Area	The technical area must be marked in accordance with the line marking requirements in 1.7.2.
Technical Area	The technical area may be marked by crushable cones. If marked by lines they must be in accordance with the line marking requirements in 1.7.2.
Technical Benches	Two covered Team benches or equivalent seating with adequate seating for nine (9) people must be provided.

4. MINIMUM FACILITIES REQUIREMENTS

Section 2 – Player & Official Amenities	
Players Change Rooms	<p>Two Players' lockable dressing rooms must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within the building structure.</p> <p>Recommended size for senior dressing rooms, excluding required shower and toilet area, is 25m².</p>
Match Officials Change Rooms	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any Players' change room which is in use.
Match Officials Change Rooms	Recommended size for Match Officials rooms, including required shower and toilet area, is 20m ² . The room must contain a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
First Aid	A first aid area, which can be made private by the use of curtains, screens or similar and providing basic first aid equipment all of which must be kept clean and sterile.

Section 3 – Spectator Amenities	
Public Toilets	Access to male and female public toilets (or suitable unisex/family toilets) must be provided. These may be shared with Player toilets.

Section 4 – Operations	
Access	The venue must be accessible by emergency services vehicles.

5. PRIZE MONEY – DOCKERTY CUP

5.1 Prize Money

For the Dockerty Cup, prize money will be paid to participating Clubs as outlined in the table below:

Club's Final Position in the Dockerty Cup	Number of Teams	Total
Dockerty Cup Winner	1	\$10,000
(Dockerty Cup Runner Up	1	\$5,000
Dockerty Cup Semi Final 1 & 2 (losers of)	2	\$2,500
Dockerty Cup Play-off Loser	1	\$2,500

6. GRIEVANCE, DISCIPLINE & TRIBUNAL

- 6.1 FV's 2024 Grievance, Discipline and Tribunal By-Law (GDT) will apply to all Dockerty Cup Matches in respect of all Red Cards, Yellow Cards and Misconduct matters or otherwise where a Player or Club commits a breach of Dockerty Cup Regulations.