



RULES OF COMPETITION

2024

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1.0 THE PLAYERS EQUIPMENT

- 1.1 A player must not use equipment or wear anything that is dangerous.
- 1.2 All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.
- 1.3 The compulsory equipment of a player comprises the following separate items:
 - 1.3.1 A shirt with sleeves
 - 1.3.2 Shorts
 - 1.3.3 Socks
 - 1.3.4 Shin guards – these must be made of a suitable material to provide reasonable protection and covered by the socks.
 - 1.3.5 Footwear (either football boots or runners)

2.0 FIXTURE REQUIREMENTS & DETAILS

- 2.1 The fixtures are to be determined by Football Victoria and released prior to the event.
- 2.2 All teams should be ready a minimum of 15 minutes prior to the scheduled kick off time.
- 2.3 There will be two pools consisting of eight teams to be determined by Football Victoria.
- 2.4 Each team will play the other teams in their pool once.

FINALS

- 2.5 The Teams finishing in positions 1 and 2 in each pool at the conclusion of the group fixtures will proceed into a semi final whereby the higher position of each pool will play against the lower positioned team in the other pool. For clarification the team finishing first in Pool A would play the team finishing second in Pool B.
- 2.6 The Teams finishing in positions 3 and 4 in each pool at the conclusion of the group fixtures will proceed into a semi final whereby the higher position of each pool will play against the lower positioned team in the other pool. For clarification the team finishing third in Pool A would play the team finishing fourth in Pool B.
- 2.7 The Teams finishing in positions 5 and 6 in each pool at the conclusion of the group fixtures will proceed into a semi final whereby the higher position of each pool will play against the lower positioned team in the other pool. For clarification the team finishing fifth in Pool A would play the team finishing sixth in Pool B.

2.8 The Teams finishing in positions 7 and 8 in each pool at the conclusion of the group fixtures will proceed into a semi final whereby the higher position of each pool will play against the lower positioned team in the other pool. For clarification the team finishing seventh in Pool A would play the team finishing eighth in Pool B.

2.9 If after any Final the scores between the Teams are tied, penalty kicks will be taken to determine the winner of the Final.

2.10 Penalties are taken in the middle at the edge of the goal box and only one step is allowed before striking the ball.

DURATION OF THE GAME

2.11 Each half will be 20 minutes with a half time break of 5 minutes.

2.12 If a match is delayed due to a team not being ready to commence the match, the late team will be penalised one (1) goals for every five (5) minutes the start of the match is delayed

2.13 No additional time will be added on for late starts. All matches must start and finish at the scheduled time.

2.14 If the match is delayed by 15 minutes, the match will be deemed a forfeit with the compliant team awarded a 3-0 win.

3.0 MATCH PLAY

MATCH OFFICIAL

3.1 Team Managers or Captains are the only people who can communicate with the Match Official immediately before, during and after the game.

3.2 At no time should any person enter the field of play unless instructed by the Match Official

3.3 All decisions by the referee are final.

OFFSIDE

3.4 There is no offside in the VCON tournament.

START OF PLAY AND RESTART AFTER GOAL

3.5 Kick-off will be from the middle of the halfway line.

3.6 All players must be in their own half of the field of play.

3.7 Opponents must be at least 5m away from the ball until it is in play.

3.8 The ball is in play once it moves.

3.9 A goal may be scored directly from a kick-off.

BALL CROSSING THE SIDE LINES

3.10 A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

3.11 The ball is in play when it enters the pitch.

3.12 A goal may not be scored directly from a kick in.

3.13 The player taking the kick-in must not touch the ball again until it has touched another player.

3.14 Opponents must be at least 5m away from the ball until it is in play.

BALL CROSSING THE GOAL LINE (NOT INTO THE GOAL)

AFTER TOUCHING THE DEFENDING TEAM LAST

3.15 A corner kick is awarded to the attacking team when the whole of the ball crosses the goal line, either on the ground or in the air.

3.16 Opponents must be at least 5m away from the ball until it is in play.

AFTER TOUCHING THE ATTACKING TEAM LAST

3.17 Goal Kick (placed on the ground) from anywhere within the penalty area.,

3.18 A goal cannot be scored directly from a goal kick.

3.19 Opponents must be at least 5m away from the ball until it is in play.

FREE KICKS

3.20 Free kicks are to be taken in line with the Laws of the Game.

PENALTIES

3.21 Penalties are taken in the middle at the edge of the goal box and only one step is allowed before striking the ball.

TACKLING

3.22 No slide tackles are permitted in VCON competitions.

4.0 FIELD OF PLAY

PITCH SIZE

4.1 The following are the minimum, best practice and maximum pitch sizes:

MINIMUM

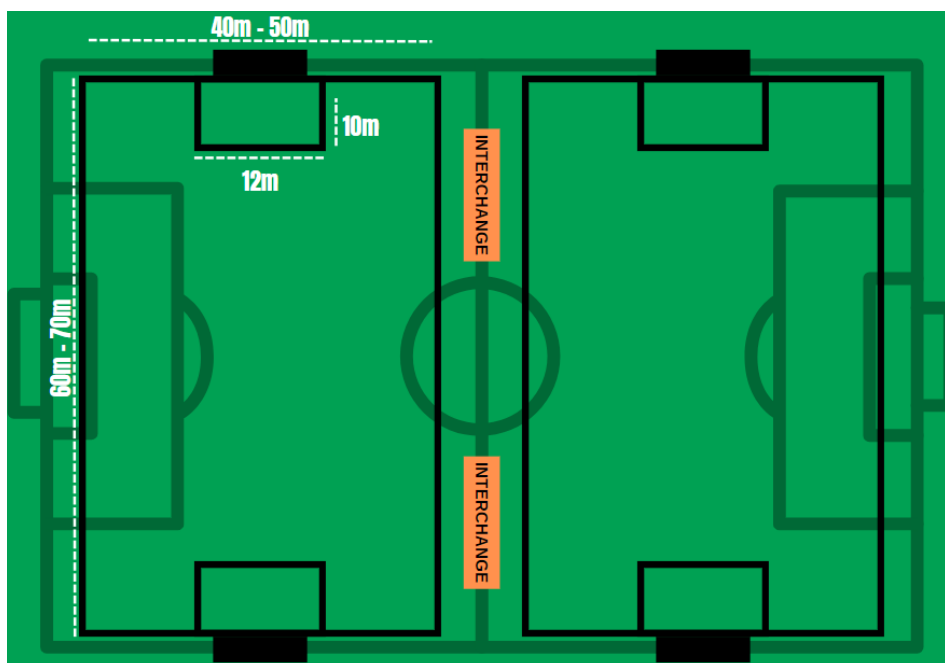
60m long x 40m wide

BEST PRACTICE

65m long x 45m wide

MAXIMUM

70m long x 50m wide



GOAL SIZE

4.2 The following are the minimum, best practice and maximum goal sizes:

MINIMUM

3m wide x 2m high

BEST PRACTICE

5m wide x 2m high

MAXIMUM

5m wide x 2m high

4.3 These goals must comply with Australian Safety Standards, portable goals must be anchored

securely to the ground. (The standards can be found on the following link

<https://www.productsafety.gov.au/>)

PLAYERS

4.4 Each team must field 7 players with one of those players being the nominated goalkeeper.

4.5 Teams may not have more than 12 players listed on a match record.

4.6 Teams must field a minimum of 5 players for the game to commence.

4.7 Player's may be interchanged at any given time but wait until the interchanged player must leave the field of play before the player can come onto the field.

4.8 NPLM, NPLW, VPLM 1, VPLM 2 and VPLW players are not eligible to play in the VCON Tournament.

4.9 Only 2 players who are currently registered for Men's State League and Women's State League are eligible to compete for each team in the VCON Tournament.

GOALKEEPER

4.10 The goalkeeper can handle the ball anywhere in the penalty area.

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

4.12 The ball must be thrown or rolled from the hands, or played from the ground with their feet, within six (6) seconds.

4.13 The ball must not be bouncing when the keeper attempts to play the ball from the ground with their feet.

4.14 To restart play after the opposition has kicked the ball over the goal line, the ball must be played from the ground within the penalty area.

4.15 The goalkeeper cannot pick the ball up if it has been passed to them by foot from a teammate.

5.0 DISCIPLINE

5.1 Laws 12 and 13 of the FIFA Laws of the Game applies.

5.2 Discipline matter will be dealt with in accordance with the FV Grievance, Discipline and Tribunal By Law.

5.3 There will be a review process on the day of competitions when there is more than one fixture to be played where suspension decisions will be referred to in the first instance and referred to tribunal if necessary.

5.4 For serious offences they will be dealt with under the tribunal process.