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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)

1.3.6 Religious garments

# 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.

## FINALS

2.3 Finals Format:

At the conclusion of the group stage, teams will compete in a final match based on their standings:

- The 1st placed team will play the 2nd placed team in a grand Final.

2.4 If after the final, scores between the teams are tied, the teams will engage in an additional two 10-minute halves of extra time.

2.5 If after extra time the scores between the teams is tied, penalty kicks will be taken to determine the winner of the Final.

2.6 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

2.7.1 Group Stage: Each half will be 35 minutes with a half time break of 10 minutes.

2.7.2 Finals: Each half will be 45 minutes with a half time break of 15 minutes.

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

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

2.10 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 A player is in an offside position if they are nearer to the opponent's goal line than both the ball and the last on field player when the ball is played to them. An offside offense occurs if the player in this position interferes with play, an opponent, or gains an advantage, except when receiving the ball directly from a goal kick, corner kick, or throw-in. If an offside offense is committed, the opposing team is awarded an indirect free kick from the location of the infringement.

### 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.

### PLAYERS

3.9 Each team must field 11 players with one of those players being the nominated goalkeeper.

3.10 Teams may not have more than 17 players listed on a match record.

3.11 Teams must field a minimum of 9 players for the game to commence.

3.12 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. Confirmation from a Match Official must be obtained prior to any substitutions.

### LAWS OF THE GAME

3.13 Unless otherwise specified in this document, the IFAB Laws of the Game will apply.

IFAB Football Laws and Regulations are available [HERE](#)

## 4.0 DISCIPLINE

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

4.2 Discipline matters will be dealt with in accordance with the 2025 FV Grievance, Discipline and Tribunal by Laws.

4.3 Players who receive two yellow cards in a single match will be issued a red card and must leave the field of play and immediate pitch area. They will receive a minimum one (1) match suspension.

4.4 Players who accumulate three (3) yellow cards across multiple matches will receive a minimum one (1) match suspension.

4.5 Serious offences will result in an immediate and indefinite suspension and dealt with under the tribunal process.

4.6 Football Victoria reserve the right to make a determination on what incident classifies as 'serious' as referred to above.