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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 finals matches based on their standings:

- The 1st placed team will play the 4th placed team in Semi-Final 1, with the winner advancing to the Grand Final.
- The 2nd placed team will play the 3rd placed team in Semi-Final 2, with the winner advancing to the Grand Final.
- The 5th placed team will play the 6th placed team in a Play-Off Match to determine the 5th place finisher.

2.4 If after any final the scores between the teams is tied, the teams will engage in an additional two 5-minutes 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 Each half will be 20 minutes with a half time break of 5 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 There is no offside in 7v7 division of the Victorian Cup of Nations.

### 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 in 7v7 division of the Victorian Cup of Nations.

# **4.0 FIELD OF PLAY**

## **PITCH SIZE**

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

#### **MINIMUM**

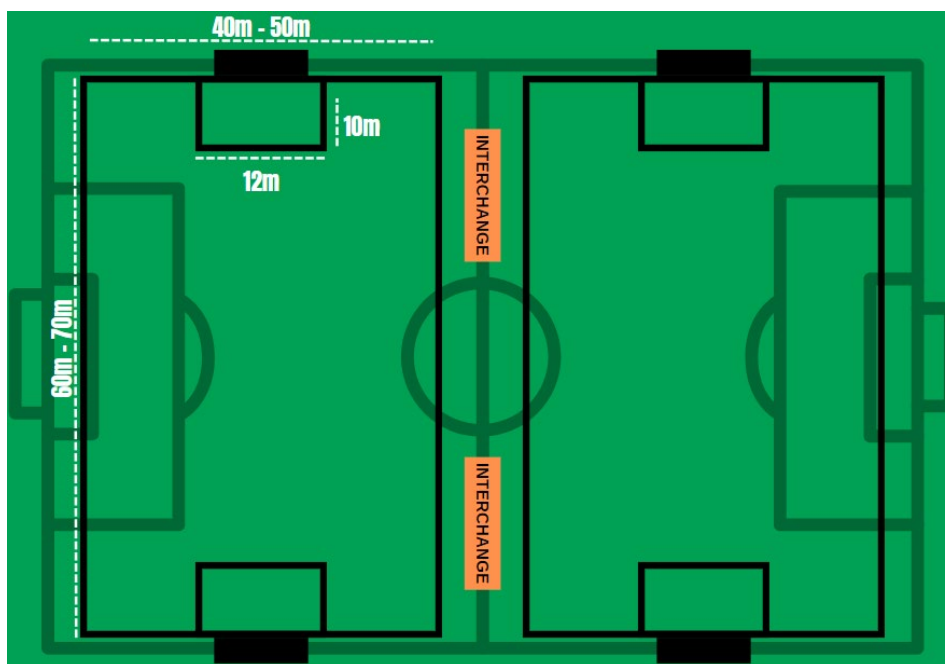
60m long x 40m wide

#### **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. 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 14 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 in 7v7 division of the Victorian Cup of Nations.

## GOALKEEPER

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

4.10 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.

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

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

4.13 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.

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

5.3 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.

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

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

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