



# **2021 VT LEAGUE**

**12<sup>th</sup> September – 21<sup>th</sup>  
November 2021**

**Conditions of Entry**

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## Change Log

<b>13/7/2021</b>	<b>2.5.1 – 2.5.4 (Player Transfers)</b>	Edited for Clarity
<b>13/7/2021</b>	<b>2.5.2.1 (Underage Player Transfers)</b>	Added clause to prohibit club direct contact to underage players with the intent to change clubs
<b>21/7/2021</b>	<b>2.6.1 and 2.6.2</b>	Rephrasing of finals qualification to reflect games played

## Contact Information

Competition Coordinators (Primary)	Chris Riddell Email: <a href="mailto:chris.riddell@touchfootball.com.au">chris.riddell@touchfootball.com.au</a> Mobile: 0400 543 816
State Manager	Ella Squires Email: <a href="mailto:ella.squires@touchfootball.com.au">ella.squires@touchfootball.com.au</a>

## Key Dates

<b>Friday 2<sup>nd</sup> July – Friday 6<sup>th</sup> August</b>	Trial Period
<b>Friday 13<sup>th</sup> August, 5pm</b>	Team Lists to be submitted to TFV, including nominations of Top 7, Interstate and Home-grown players
<b>Friday 20<sup>th</sup> August, 5pm</b>	Top 7 players vetted and confirmed by TFV
<b>Friday 27<sup>th</sup> August, 12pm</b>	Club Top 7 Right of Reply closes
<b>Monday 30<sup>th</sup> August, 12pm</b>	Player Registrations Open
<b>Monday 30<sup>th</sup> August, 5pm</b>	Fixtures Released
<b>Friday 10<sup>th</sup> September, 12pm</b>	Player Registrations Close
<b>Sunday 12<sup>th</sup> September</b>	Round 1, 2, 3 – Lightning Round – Ballarat
<b>Sunday 19<sup>th</sup> September</b>	Round 4 and 5 - Lightning Round – Moorabbin
<b>Sunday 26<sup>th</sup> September</b>	Round 6 – Fawkner Park
<b><i>Sunday 3<sup>rd</sup> October</i></b>	<i>NO PLAY – NYC</i>
<b>Sunday 10<sup>th</sup> October</b>	Round 7 and 8 – Location TBC
<b>Sunday 17<sup>th</sup> October</b>	Round 9 – Location TBC
<b>Sunday 24<sup>th</sup> October</b>	Round 10 and 11 - Location TBC
<b>Sunday 31<sup>st</sup> October</b>	Round 12 – Location TBC
<b>Sunday 7<sup>th</sup> November</b>	Round 13 and 14 – Location TBC
<b>Sunday 14<sup>th</sup> November</b>	Round 15 – Location TBC
<b>Sunday 21<sup>st</sup> November</b>	Finals Day (Semi Finals and Finals)

## Regulation 1 - Nominations

<b>1.1</b>	<b>Competition Nominations</b>
1.1.1	Participation in the 2021 VT League will be in accordance with the VT League Licencing Agreements
1.1.2	<p>Players will only be deemed eligible to nominate and participate in the 2021 VT League if they are:</p> <ul style="list-style-type: none"> <li>- At least 14 years of age (unless dispensation has been given)</li> <li>- Not suspended by TFA, NRLTFV or another TFA affiliated competition.</li> <li>- Financial (i.e. not carrying a debt to TFA, NRLTFV or another TFA affiliated competition).</li> </ul>
1.1.3	An online video briefing will be shared to all affiliated in the week before the competition. No responsibility will be taken for any actions undertaken by team delegates who do not view the briefing.
<b>1.2</b>	<b>Club Referees</b>
1.2.1	Each club participating in the VT League is required to supply 5 non playing referees for the duration of the event.
1.2.2	Names, phone numbers, email address, and the accreditation level, of the club's nominated referees must be provided to the referee panel, and the competition coordinator, by Friday 25 <sup>th</sup> June.
1.2.3	Failure to provide a list of names and contact information to the tournament organisers may result in the club being removed from the VT League.
1.2.4	Referees must be a minimum of a Badged Level 1 Referee by the time the competition commences. Clubs are permitted to nominate a maximum of 1 Level 6 referee.
1.2.5	The TFV Referee Panel can assist with sourcing referees. If assistance is required, the club can contact the referee panel directly.
1.2.6	Further requirements around any duty referees will be communicated to clubs by Friday 23 <sup>rd</sup> July.
<b>1.3</b>	<b>Team Name Approval</b>
1.3.1	Teams will take the name of their club.

## Regulation 2 - Team Structure and Player Registration

<b>2.1</b>	<b>Team Structure</b>
2.1.1	The structure of each team must comply with Rule 5 of the TFA Rules.
2.1.2	A maximum of 14 players are permitted to participate in any one match.
2.1.3	A maximum of 6 players per team may be on the field at any one time.
2.1.4	A maximum of 8 substitute players are permitted at any one time.
2.1.5	Players nominated as a Top 7 player as per Regulation 2.4 are only permitted to play in Division 1. All other players can play in Division 1 and 2.
2.1.6	Players who qualify for finals for multiple sides are only permitted to play a finals in one division.
<b>2.2</b>	<b>Player Registration</b>
2.2.1	Each team is allowed to register 18 players.
2.2.2	Teams with members from multiple clubs are not permitted to enter the VT League
2.2.3	Players may only represent one club for the duration of the VT League.
2.2.3	A player registration must be completed by each player before Friday 10 <sup>th</sup> September, 5pm. Failure to do so will render the player ineligible to play in the VT League.
2.2.4	Team Lists must be submitted to Touch Football Victoria by close of business Friday 27 <sup>th</sup> August. Failure to do so will incur a penalty in line with Regulation 15.
2.2.5	Team lists can be amended on written application to TFV.
2.2.6	Once a player is delisted, they are not permitted to be relisted under any circumstances
2.2.7	Any player who is suspended from TFV/TFA competition is not permitted to be delisted.
<b>2.3</b>	<b>Home Grown and Interstate Alliance Players</b>
2.3.1	VT League players are to be residents of Victoria unless the regulations in 2.3 apply.
2.3.2	Each club is permitted to nominate 2 players who do not reside in Victoria, either as Home-Grown or Interstate Alliance Players.
2.3.3	Home-grown players must have started their Touch Football career in Victoria.
2.3.4	Home grown players can only represent the club which they first represented.
2.3.5	Interstate Alliance Players must have represented any of the Alliance States (WA, SA, TAS, ACT, NT) and not have represented NSW or QLD.

2.3.6	Interstate Alliance Players can represent any club.
<b>2.4</b>	<b>Top 7 Players</b>
2.4.1	Each club is required to nominate the top 7 players from their Division 1 Men's and Division 1 Women's sides by Friday 13 <sup>th</sup> August
2.4.2	Nominated Top 7 players are not permitted to play in Division 2 sides.
2.4.3	If a Top 7 player is injured or delisted throughout the season, a replacement Top 7 player must be nominated.
2.4.4	Top 7 nominations will be assessed by TFV, and if there are believed to be omissions from the Top 7, TFV has the sole discretion to amend these nominations as required.
2.4.5	Once Top 7 players have been vetted by TFV, clubs will be notified of Top 7 lists for all teams.
2.4.6	Teams will have 7 days from the date of this notification for a right of reply, after which period the Top 7 lists are final.
2.4.5	Breach of Top 7 regulations will result in a penalty as per Regulation 15
<b>2.5</b>	<b>Player Transfer Process</b>
2.5.1	If a player wishes to represent a different club to the club they represented in the 2021 Victorian Super Series, the following process must be followed.
2.5.2.1	If a player is Under the age of 18, regardless of the players' Top 7 Status, the player (or parents/guardians) are responsible for the initiation of discussions around intending to change clubs. Clubs which contact underage players, parents or guardians, with the direct intent of recruitment face sanctions.
2.5.2.2	If a player was listed as a Top 7 player in the 2019 VT League Season, a valid Player Transfer Request Online Form must be completed, including agreement from both clubs involved in the transfer.
2.5.3	The transfer process form can be found at <a href="#">this link</a> .
2.5.4	If the transferring player was not listed as a Top 7 player in the 2019 VT League Season, the player can be transferred between clubs once a coach or other representative from both clubs has provided verbal approval for the transfer. This verbal confirmation can be obtained by the player, either club coach, or other official of the club.
<b>2.6</b>	<b>Finals Eligibility</b>
2.6.1	Players must play 60% or more of the matches to be eligible for finals.
2.6.2	For a 15 round season, this equates to 9 matches.
2.6.3	Should a player qualify for finals in multiple sides, they will only be able to play in one division.
2.6.4	If an ineligible player plays in a finals match, the side in question will immediately forfeit and the club will face sanctions.

2.6.5	Any dispensation requests for players otherwise ineligible to participate in finals must be submitted in writing to the TFV Competitions Coordinator no later than 12pm Monday before finals.
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### Regulation 3 - Payment of Fees

3.1.1	Each team nominated to the competitions must pay the nomination fee of \$1500. Online payment is mandatory at the time of registration
3.1.2	Any club which does not pay the registrations fee by Round 5 faces all their sides being removed from the competition.
3.1.3	TFV has the right to not refund any of the competition fee paid by a team after the start of competition games.
3.1.4	A team may be automatically removed from the competition if all competition fees have not been paid in full by the due date, unless the TFV Competitions Coordinator, at his/her discretion, provides approval for alternative payment arrangements. If a player/team is unfinancial from previous seasons and/or representative tours or programs, TFV holds the right to forfeit the team or player until financial.
3.1.5	Any current/previous team debt that is outstanding from current/previous seasons, the payment of that debt solely lies on the team contact. TFV holds the right to withhold that team contact/s from participating in any TFV competition/tour until that debt is paid.

### Regulation 4 - Grading

4.1.1	The VT League will offer the following divisions: <ul style="list-style-type: none"><li>• Division 1 Men's</li><li>• Division 2 Men's</li><li>• Division 1 Women's</li><li>• Division 2 Women's</li></ul>
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### Regulation 5 - Finals

5.1.1	Finals will be played as 1 <sup>st</sup> vs 2 <sup>nd</sup> in all divisions of 5 teams or less. Any division of 6 teams or more will play a semi final and a final, with both matches being played on finals day.
5.1.2	TFV reserves the right to alter, change or remove the finals for a competition at their discretion.

### Regulation 6 - Prizes

6.1.1	All Division winners will be presented with a winner's medallion.
6.1.2	The VT Club Championship will be awarded to the side with the most accrued championship points as per regulation 6.1.3 and 6.1.4

6.1.3	Points for Division 1 final placings are as follows: 1st place – 20 points 2nd place – 14 points 3rd place – 8 points 4th place – 4 points 5th place – 2 points 6th Place – 1 points
6.1.4	Points for Division 2 final placings are as follows: 1st place – 12 points 2nd place – 8 points 3rd place – 6 points 4th place – 4 points 5th place – 2 points 6th Place – 1 points

## Regulation 7 - Uniform

7.1.1	Each team entering TFV competitions will be required to wear a uniform.
7.1.2	No person, other than TFV management, including opposing team captains, a referee or ground controller may waive the requirement for players to comply with the player uniform regulations set out in this regulation.
7.1.3	TFV Management may waive the requirement for non-compliant uniform in extreme cases where reasonable notice has been given and the non-compliant team is attempting to rectify the non-compliant uniform immediately. Under no circumstances will the requirement be waived during the final series.
<b>7.2</b>	<b>Playing Shirt Requirements</b>
7.2.1	Each player taking the field must wear a uniform playing shirt representative of his/her team.
7.2.3	Playing shirts bearing incidental differences such as alternate sponsors are permitted, providing style and colour of the strip is otherwise the same, and all other requirements of Regulation 7 are met.
7.2.4	Playing shirts must bear an exclusive number.
7.2.5	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
7.2.6	If a team plays in a competition game and one or more of its players do not comply with this regulation, the opposition team will receive one touchdown for each non-complying player, up to a maximum of five

	touchdowns. The only exception is if regulation 7.1.3 has been implemented.
7.2.7	Uniform requirements are in place from round one of competition games. The only exception is if regulation 7.1.3 has been implemented.
<b>7.3</b>	<b>Playing Shirt Number Requirements</b>
7.3.1	The number displayed on a player's playing shirt will be their team player number.
7.3.2	A players' team player number must correspond with the team player number printed on the relevant sign on sheet by, or on behalf of, the player and provided to TFV.
7.3.3	Team player numbers must be: <ul style="list-style-type: none"> <li>- At least 15cm in height.</li> <li>- Placed on the rear of the jersey.</li> <li>- In a contrasting colour to the colour of the team playing shirts.</li> <li>- Legible to the referee.</li> </ul>
7.3.4	Blood-stained clothing, including playing shirt, must be removed. Alternative playing shirts are allowed in this exception. If no alternate playing shirt is available, uniform penalties will apply if the player continues to play.
7.3.5	If the blood flow cannot be stemmed, the player is not permitted to return to play.
<b>7.4</b>	<b>Playing Shoes, Socks and Shorts Requirements</b>
7.4.1	A player must wear approved sports shoes at all times whilst on the field during a competition game.
7.4.2	Football boots with screw-in studs are not permitted.
7.4.3	Any sharp edges of an approved sports shoe are required to be filed.
7.4.4	Despite Regulation 7.4.1, a referee may refuse to allow a player to wear the shoes he/she is wearing if the referee considers the shoes put the safety of players at risk.
7.4.5	A player must wear socks at all times whilst on the field during a competition game.
7.4.6	A player must wear approved playing shorts at all times during a competition game.
7.4.7	Playing shorts must be those of the official club uniform.

## Regulation 8 - Player Safety

8.1.1	Player Safety Regulations 8 are designed to provide maximum safety for all players and participants in the competition.
8.1.2	A player is not permitted to play with: <ul style="list-style-type: none"><li>- A watch. This includes Smart watches/step counters</li><li>- Necklace.</li><li>- A bracelet, including rubber or plastic bracelets and arm bands.</li><li>- Un-taped powerbands or similar products.</li><li>- Non-prescription glasses.</li><li>- Sunglasses.</li><li>- Any other items which the referee, at his/her absolute discretion, considers may present a danger to players, or to put the safety of players at risk.</li></ul>
8.1.3	All body piercings must either be taped or removed.
8.1.4	Rings must be taped or removed.
8.1.5	Fingernails must be kept short or taped.
8.1.6	Players are permitted to wear gloves.
8.1.7	The referee may order a player wearing potentially damaging items from the field.
8.1.8	Potentially damaging items include but are not limited to: <ul style="list-style-type: none"><li>- Jewellery.</li><li>- Non-prescription glasses or sunglasses.</li><li>- Medical casts.</li><li>- Strapping.</li><li>- Approved sports eyewear.</li><li>- Hair clips.</li><li>- Head gear.</li><li>- Pins.</li></ul>
8.1.9	The decision of the referee is final.
8.1.10	If a referee/staff member and/or Ground controller believes you to be intoxicated before or during a game. TFV has the right to refuse that player to not be allowed to play for that day.

## Regulation 9 - Game Format

9.1.1	Subject to TFV Disrupted Games Policy and Extreme Weather Policy, competition games will ordinarily consist of two halves with a half time break. The exact format for the VT League will be confirmed once team nominations close.
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9.1.2	The commencement and recommencement of play in competition games will be initiated by the ground controller.
9.1.3	The ground controller will be the sole timekeeper for the competition.
9.1.4	The referee will start and finish the competition game by the sound of a whistle.
9.1.5	The referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.
9.1.6	Lightning Round matches (Rounds 1 to 5) will take place on the first 2 match days. Lightning Round games will be 2 halves of 15 minutes duration.
9.1.7	The remaining match days (Rounds 6 to 15, and finals) will be 2 halves of 20 minutes duration.

## Regulation 10 - COVID19 Sign In Procedure

10.1.1	TFV competition games involve a recording of participants for each game.
10.1.2	Players, coaches and all other attendees must sign in using the Service Victoria QR Code System.
10.1.3	All players must also sign on via TFV's sign in process.
10.1.4	TFV accepts no responsibility for a game not being counted towards played games if a valid sign on isn't recorded.
10.1.5	If a player is not recorded as playing, they will be deemed to have not played in the game, with no avenue for appeal.
10.1.6	Upon registration as individuals, players will be entered into the TFV database and their names will appear on each sign on sheet in subsequent weeks.
10.1.7	Players must have registered online to play.
10.1.8	Teams that have not had players register online will have their games recorded as a forfeit.
10.1.9	If both teams have players that are not registered, the game will be recorded as a double forfeit.

## Regulation 11 - Score Cards

11.1.1	Competition game results will be recorded as noted on referee game cards.
<b>11.2</b>	<b>Referee Game Cards</b>
11.2.1	Each team captain or delegate must agree with the score at the conclusion of the competition game.

11.2.2	If a team captain disagrees with the score, they must lodge a protest in accordance with Regulation 12.
11.2.3	If a team captain/delegate disagrees with the score after the scorecard has been signed and entered, barring any evidence otherwise, the result on the scorecard will stand.
<b>11.3</b>	<b>Delays and Forfeits</b>
11.3.1	If a team is not ready to take the field by the time the siren signals the start of the game (assuming the other team is present), the following actions will be taken by the referee: <ul style="list-style-type: none"> <li>• One touchdown is to be awarded for every two (1) minutes the team is unable to take the field (minimum of four (4) players)</li> <li>• If a team is later than five (5) minutes, the game is to be declared a forfeit in favour of the team which is present.</li> </ul>
11.3.2	If a team receives a forfeit, they will receive three (4) competition points (5-nil score line) and have all their registered players receive credits for finals qualification.
11.3.3	Teams who forfeit a competition game will receive no points (5-nil score line). Players from that team will not receive credits for finals qualification even if they were at the ground when the forfeit was made.
11.3.4	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of TFV, with no refund given for playing fees.

## Regulation 12 - Protests

12.1.1	A team delegate may lodge a protest on behalf of his/her team with the ground controller following a competition game.
12.1.2	Protests concerning individual refereeing decisions will not be accepted.
12.1.3	Protests must be lodged within twenty four (24) hours of the conclusion of the competition game.
12.1.4	Protests may be lodged in relation to: <ul style="list-style-type: none"> <li>• Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game.</li> <li>• Player eligibility.</li> <li>• Player shirts.</li> <li>• Any other matter.</li> </ul>
12.1.5	Incomplete protest forms, or a protest deemed frivolous by TFV at its discretion, will not be investigated.

12.1.6	A protest will be decided by TFV upon review of the Laws of the Game before the start of the relevant team/s next scheduled competition game.
12.1.7	This review may involve TFV interviewing witnesses and persons of interest to the investigation.
12.1.8	The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.
12.1.9	A competition game in which a protest has been lodged may be declared a forfeit or draw or may be rescheduled in accordance with the TFV Disrupted Games Policy.

## Regulation 13 - Competition Points

13.1.1	<p>Game Points will be allocated as per the following table:</p> <table style="margin-left: 40px;"> <tr> <td>WIN</td> <td>4 Points</td> </tr> <tr> <td>DRAW</td> <td>2 Points</td> </tr> <tr> <td>LOSS</td> <td>0 Point</td> </tr> <tr> <td>FORFEIT WIN</td> <td>4 Points</td> </tr> <tr> <td>FORFEIT LOSS</td> <td>0 Points</td> </tr> <tr> <td>BYE</td> <td>4 Points</td> </tr> </table>	WIN	4 Points	DRAW	2 Points	LOSS	0 Point	FORFEIT WIN	4 Points	FORFEIT LOSS	0 Points	BYE	4 Points
WIN	4 Points												
DRAW	2 Points												
LOSS	0 Point												
FORFEIT WIN	4 Points												
FORFEIT LOSS	0 Points												
BYE	4 Points												
13.1.2	<p>In the event that teams are tied on points, the following criteria will be used to determine group stage finishing positions:</p> <ol style="list-style-type: none"> <li>1. Difference (for and against)</li> <li>2. Percentage</li> <li>3. For Score</li> <li>4. Against Score</li> <li>5. Drop off – to be played immediately preceding any finals match.</li> </ol>												

## Regulation 14 - Player Discipline

14.1.1	Touch Football Victoria has adopted the TFA Disciplinary Regulations Manual. Please see this manual at <a href="http://www.touchfootball.com.au">www.touchfootball.com.au</a>
14.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules.

<b>14.2</b>	<b>Disciplinary Powers</b>
14.2.1	Despite Regulation 14.1.1, the regulations in this area are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.
14.2.2	An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.
14.2.3	A duty referee has the same disciplinary powers as that of an appointed referee.
14.2.4	The referee coordinator will appoint a referee for each competition game. If no referee or duty roster referee is available. The game will be self-refereed which will be decided by the teams involved.
14.2.5	Despite Regulation 14.2.4, TFV does not guarantee a referee will be provided for each competition game.
14.2.6	During a competition game, a player may be disciplined by the referee if the referee believes: <ul style="list-style-type: none"> <li>• The player has infringed, or attempted to infringe, the Laws of the Game; or</li> <li>• The player is reasonably likely to infringe the Laws of the Game; or</li> <li>• The player, an official and/or spectator has breached the Code of Conduct.</li> </ul>
14.2.7	A referee may discipline a player by: <ul style="list-style-type: none"> <li>• A warning.</li> <li>• A direction to the player to substitute (force sub).</li> <li>• A direction to the player to leave the field for 4 completed sets (Sin Bin).</li> <li>• A direction to the player to leave the field for the remainder of the competition game (send off).</li> </ul>
14.2.8	If multiple players from one team or club are sanctioned under these regulations, the offending team/club may face sanctions as per Regulation 15.
<b>14.3</b>	<b>Disciplinary Categories and Sanctions</b>
14.3.1	Warning: <ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be given a warning for infringing the Laws of the Game, or for behaviour attempting or intending to infringe the Laws of the Game.</li> <li>• If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> </ul>



	<ul style="list-style-type: none"> <li>• There is no limit to the number of times a player can receive a warning during a competition game.</li> <li>• Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.</li> </ul>
14.3.2	<p>Force Sub:</p> <ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.</li> <li>• If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area.</li> <li>• A team may replace the player substituted with another player.</li> <li>• If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning before being issued with a direction to substitute.</li> <li>• A player directed to substitute may return to the competition game after substituting with another player. There is no minimum time that the player must be off the field.</li> <li>• The non-offending team may continue the play whilst the force substitution is occurring. The non-offending team does not need to wait for the player to be substituted.</li> <li>• A player can receive a maximum of one direction to substitute in any one competition game. Any subsequent infringement by the player will result in the player being sent for a period of time in accordance with Regulation 14.3.3.</li> <li>• Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate</li> </ul>
14.3.3	<p>Sin Bin:</p> <ul style="list-style-type: none"> <li>• Regulation 13.3.3 operates in addition to TFA Playing Rule 17.3(a).</li> <li>• At the discretion of the referee, a player may be sent for a period of time for any infringement of the Laws of the Game.</li> <li>• If a player is sent for a period of time, he/she must immediately leave the field and proceed to the area behind his/her teams attacking score line and remain there until called to return by the referee.</li> <li>• The player must remain mute during this time.</li> </ul>

	<ul style="list-style-type: none"> <li>• A team may not replace the player sent for a period of time with another player, and will play with one person less than they are entitled to at that time.</li> <li>• If a player is sent for a period of time, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning or directed to substitute before being sent for a period of time.</li> <li>• A player sent for a period of time in three or more competition games during the competition will receive an automatic two-week suspension from all TFV competitions.</li> <li>• The team captain can be sent for a period of time for infringements made by officials and spectators of the game.</li> <li>• Where the referee sends a player for a period of time, they may complete a referee Incident report on the matter as appropriate.</li> </ul>
14.3.4	<p>Sent Off:</p> <ul style="list-style-type: none"> <li>• Regulation 13.3.4 operates in addition to TFA Playing Rule 17.3(b).</li> <li>• At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game.</li> </ul> <p>If a player is sent off:</p> <ul style="list-style-type: none"> <li>• The player must move to and remain not closer than ten (10) meters from the score line, as specified in TFA Rule 17.3(b).</li> <li>• The player's team cannot replace that player with another player.</li> <li>• The player will be automatically suspended in line with Regulation 13.4 Where the referee sends a player off, they must complete an incident report on the matter.</li> <li>• A player who is disciplined under Regulation 13.3.4 will have his/her name and the reason for the disciplinary action recorded on the TFV Competition Disciplinary Register.</li> <li>• Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.</li> </ul>
<b>14.4</b>	<b>Automatic Suspension Period</b>
14.4.1	<p>If a person is sent off under Regulation 13.3.4: The person will be automatically suspended from the competition for the period of time it takes the player's team to play two competition games; and During the suspension period, the person will be ineligible to participate in:</p> <ul style="list-style-type: none"> <li>• Any other TFV competition.</li> <li>• Any TFA affiliated competition</li> </ul>

14.4.2	When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games
14.4.3	When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.
14.4.4	If it is not practical for the team in which the person was suspended to play two (2) competition games in the competition, the automatic suspension period will be continued to the next TFV competition in which the player participates.
14.4.5	Until the automatic suspension period has been served, the person will remain ineligible to participate as per Regulation 11.5.1.
14.4.6	Appeal of the automatic suspension period: Please refer to Regulation 8.2 in the TFA Disciplinary Regulations Manual.
<b>14.5</b>	<b>Incident Reports</b>
14.5.1	Please refer to Regulation 8.1 in the TFA Disciplinary Regulations Manual.
<b>14.6</b>	<b>Breaches of Code of Conduct</b>
14.6.1	If a person is considered to have breached the TFV Code of Conduct by TFV he/she may be: <ul style="list-style-type: none"> <li>• Given a formal warning in writing by TFV</li> <li>• Reported to the TFV Disciplinary Tribunal.</li> </ul>
<b>14.7</b>	<b>Disciplinary Tribunal Hearing</b>
14.7.1	Please refer to Regulation 7 of the TFA Disciplinary Regulations Manual.
<b>14.8</b>	<b>Power of the Disciplinary Tribunal</b>
14.8.1	Please refer to Regulation 3 and 16 in the TFA Disciplinary Regulations Manual.
<b>14.9</b>	<b>Rights to Appeal</b>
14.9.1	Please refer to Regulation 17 in the TFA Disciplinary Regulations Manual.
<b>Regulation 15 – Club Disciplinary Procedures</b>	
15.1.1	Club sanctions may be imposed by TFV on any club in breach of the Conditions of Entry.
15.1.2	Level 1 sanctions will result in a letter of reprimand being sent to the club.
15.1.3	Level 1 sanctions include, but are not limited to: <ul style="list-style-type: none"> <li>• First instances of breaching TFV deadlines</li> </ul>

	<ul style="list-style-type: none"> <li>• Second instance of breaching TFV deadlines</li> <li>• First instance of on field disciplinary regulations being breached</li> <li>• Any minor breach of the regulations, at TFV's discretion.</li> </ul>
15.1.4	Level 2 sanctions will result in a financial sanction being imposed against the club. Any revenue raised from financial sanctions are reinvested into the sport.
15.1.5	Level 2 sanctions include, but are not limited to: <ul style="list-style-type: none"> <li>• Third and Subsequent breaches of deadlines</li> <li>• Multiple breaches of on field disciplinary regulations</li> <li>• Any moderate breach of the regulations, at TFV's discretion.</li> </ul>
15.1.6	Level 3 sanctions may result in teams and clubs involved in breaches facing removal from the competition for the remainder of the VT season.
15.1.7	Level 3 sanctions include, but are not limited to: <ul style="list-style-type: none"> <li>• Continuous disregard for TFV timelines</li> <li>• Severe, repeated breached of on field disciplinary regulations</li> <li>• Any major breach of the regulations, at TFV's discretion.</li> </ul>

## Regulation 16 - Complaints Procedure

16.1.1	A team delegate may lodge a complaint on behalf of his/her team with the ground controller following a competition game, or with TFV.
16.1.2	Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
16.1.3	Complaints will be investigated by TFV in accordance with Regulation 8 and Regulation 9 in the TFA Disciplinary Regulations Manual.
16.1.4	In spite of Regulation 16.1.3, complaints deemed by TFV to concern a serious breach of the TFV Code of Conduct may be referred to the TFV Disciplinary Tribunal immediately.