



Supporting Documentation

VT League

Appendix Resources



Version Control

Use the table below to track all revisions made to this document.

Version	Date	Author	Description of Changes	Approved By
1.0	20/07/2026	Grant Campbell	Initial Document	Craig Haydock



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APPENDIX A – VT League Division 3 COEs

Incorporation Of The Coes

1. The VT League Division 3, Junior, Masters & Mixed Divisions COEs are to be applied in conjunction with the VT League Conditions of Entry with any disputes to be decided by the Referee Coordinator or Touch Football Victoria, after consultation with and consideration of the consensus of the VTAC.

Competition Structure

2. Division 3 shall comprise of a male and female divisions.
3. During the VT League regular season, for Division 3, teams must play a minimum of six (6) matches and if required, may only play single header rounds.

Match Structure

4. Division 3 may be played outside of traditional VT League regular season match day (Sunday) and timeslots.
5. This includes playing this division before or after traditional timeslots and/or alternating the traditional timeslots.
6. At the discretion of TFFV, after consultation with and consideration of the consensus of the VTAC, Division 3 can also be played with reduced timings, meaning a 40-minute timeslot with 2 x 16-minute halves and a 3-minute half time interval.

Finals

7. TFFV shall determine the fixture date and time for all finals series matches.
8. All finals matches will 40-minutes in duration, consisting of two (2) x 20-minute halves, with a Half Time break of five (5) minutes.



APPENDIX B – Schedule of Fees and Penalties

Fees / Fines

CONDITION	DESCRIPTION	COST
6.3	Team Withdrawal	\$100.00
15.2.2	Player Registration Fee	\$110.00 per person
16.1	Late Club Squad List submission	\$50.00 per team
34.3	Level 2 Sanction	\$50.00 per breach

Penalties

CONDITION	DESCRIPTION	COMPETITION POINTS
15.6	Unregistered player/coach/team staff	1 per player/coach/team staff per match per team
17.4	Abuse of Transfer	4 per Team per match
19.3	Unaccredited Coach	1 per coach per match per team
20.3	Ineligible Player	2 per player per match per team
9.3 21.6 28.2 29.1 29.2 29.3	Forfeit	4 per match per team
40.3	Inadequate Duty	1 per match per team



APPENDIX C – Guidelines for the VT League Fixture

Work in Progress



APPENDIX D – Disciplinary Categories and Sanctions

Warning

1. 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.
2. If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team.
3. There is no limit to the number of times a player can receive a warning during a competition game.
4. Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.

Force Sub

1. At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.
2. If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area.
3. A team may replace the player substituted with another player.
4. If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team.
5. A player does not have to be given a warning before being issued with a direction to substitute.
6. 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.
7. 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.
8. 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 Appendix D Condition C.
9. Where the referee substitutes a player, they may complete a referee Incident report on the matter if appropriate.

Sin Bin

1. 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.



2. 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.
3. The player must remain mute during this time.
4. 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.
5. 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.
6. A player does not have to be given a warning or directed to substitute before being sent for a period of time.
7. 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.
8. The team captain can be sent for a period of time for infringements made by officials and spectators of the game.
9. Where the referee sends a player for a period of time, they may complete a referee Incident report on the matter as appropriate.

Sent Off

1. At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game.
2. If a player is sent off:
 - a. The player must move to and remain not closer than ten (10) meters from the score line, as specified in the Touch Football Rules
 - b. The player's team cannot replace that player with another player.
 - c. The player will be automatically suspended in line with Appendix D
3. Where the referee sends a player off, they must complete an incident report on the matter.

Automatic Suspension Period

1. If a person is sent off the person will be automatically suspended from VT League for the period it takes the player's team to play two VT League games.
 - a. During the suspension period, the person will be ineligible to participate in:
 - i. Any other TFV competition.
 - ii. Any TFA affiliated competition
2. When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games
3. When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.



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.
5. Until the automatic suspension period has been served, the person will remain ineligible to participate in any TFV competition or event.
6. For details on appealing the automatic suspension period refer to the TFA Disciplinary Regulations Manual.

APPENDIX E – Club Uniforms

Galaxy Melbourne



Harlequins





Melbourne City Lions



Melbourne Phoenix



Melbourne University Blacks





Monash University Vikings



West Vic Warriors



OutKast





APPENDIX F – VT League Venues

Venues

VENUE	ADDRESS	CONTACT NAME & NO.
Seabrook Reserve	Goulburn Street, Broadmeadows	Craig Haydock (TFV) 0414 623 432
Bridges Reserve	Highlander Drive, Craigieburn	Craig Haydock (TFV) 0414 623 432
Comely Banks Recreation Reserve	125 Bridge Road, Officer	Sophie Silbery 0406 138 424
Harlequin Club (located in Holmesglen Reserve)	27 Power Avenue, Ashwood	Dante Peel 0408 005 053
Russell Square	Stawell Street North, Brown Hill	Tim Cromb 0413 379 429



APPENDIX G – Player Transfer Limit Examples

Purpose

The following examples illustrate how the Player Transfer Limits in Condition 17 apply. Clubs intending to receive players via Inter-Club Transfers in circumstances not covered by these examples should seek clarification from TFV well in advance of the transfer period closing.

Key Interpretation Points

- The number of transferred Club Registered Players a Club may receive is accumulated across all From Clubs.
- The player transfer limits do not reset if a Club receives Inter-Club Transfers from multiple Clubs.
- Transfers are treated as transfers from one Club to another Club. The division in which the player competed in the immediately preceding season does not affect the number of transferred Club Registered Players a Club may receive.
- Once a transfer is complete, transferred Club Registered Players may play in any division for their new Club, subject to all other applicable COEs, including match-day scoresheet limits.

Squad List Examples

Example	Teams Entered	Gender	Maximum Senior Transfers	Notes
A	Premier, Division 2, Division 3	Men	6	Two per team, capped at three senior teams.
B	Premier and Division 2	Women	4	Two per team across two senior teams.
C	Premier only	Men	2	Two transfers permitted for one senior team.
D	Premier, Division 2, Division 3, extra senior team	Women	6	Capped at three senior teams, even if more teams are entered.



Match Day Examples

- Premier Division teams may list no more than two (2) transferred Club Registered Players on a scoresheet.
- Division 2 and Division 3 teams may list no more than three (3).
- New Clubs may list no more than four (4).
- All transferred Club Registered Players count toward the relevant limit, regardless of their From Club.