

CONDITIONS OF ENTRY



VT League

October - November

2026

***CELEBRATING
20 YEARS***



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Contact Information

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VT League Referee Coordinator	TBC
Grounds Controller/s	Tyson Blanco Craig Haydock

Key Dates

Date	Item
Indicative Team Entries Due	Friday 31 st July
Team Entries Close	Friday 28 th August
Clubs Squad Registration	Friday 11 th September
Transfer Period Closes	Friday 11 th September
Top 6 Feedback Due	Friday 18 th September
Final Fixture Release	Friday 18 th September
Top 6 Confirmation	Friday 25 th September
Individual Player Registration	Friday 2 nd October
Round 1	Sunday 11 th October
Finals	Sunday 22 nd November

*Competition dates are subject to change. This is dependent on washouts & postponements



Round Schedule

	Monday Date	Venue
Round 1 & 2	Sunday 11 th October	Seabrook Reserve, Goulburn Street, Broadmeadows
Round 3 & 4	Sunday 18 th October	Seabrook Reserve, Goulburn Street, Broadmeadows
Round 5 & 6	Sunday 25 th October	Seabrook Reserve, Goulburn Street, Broadmeadows
Competition Bye	Sunday 1 st November	
Round 7 & 8	Sunday 8 th November	Ballarat Touch Association Russell Square (Ballarat) Stawell Street North, Brown Hill
Round 9 & 10	Sunday 15 th November	Bridges Reserve Highlander Drive, Craigieburn
Finals	Sunday 22 nd November	Bridges Reserve Highlander Drive, Craigieburn

Please note:

- Final number of teams may impact the number of games played for each division



Preamble

1. Application

- 1.1. These Conditions of Entry (COEs) are adopted by Touch Football Victoria (TFV).
- 1.2. These COEs set out the rules that apply to the conduct and administration of the Victorian Touch League (VT League) under the auspices of Touch Football Victoria and shall be known as the VT League COEs.
- 1.3. The Division 3, Junior, Masters & Mixed COEs are to be applied in conjunction with the VT League COEs with any disputes to be decided by the VT League Referee Coordinator or TFV.
 - 1.3.1. The Division 3, Junior, Masters & Mixed COEs can be located in Appendix A of these COEs.
- 1.4. It is a condition of entry to VT League that all clubs and participants acknowledge the possibility of change of format of the league should unforeseen or extreme circumstances arise. Such changes to the competition will be communicated appropriately and will be adhered to. Such decisions will be at the discretion of the TFV.
 - 1.4.1. TFV, after consultation with VT League Clubs, will determine, and/or interpret matters not covered by these COEs and all TFV decisions will be final.
 - 1.4.2. TFV in its sole discretion, after consultation with VT League Clubs, reserves the right to add, remove or amend any rules, procedures, and conditions at any time it deems appropriate.

2. Definitions and Interpretations

- 2.1. Please see supporting document - ***VT League - Definitions and Interpretations***
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Section 1 – Competition Structure

3. Touch Football Rules

- 3.1. VT League shall be played in accordance with the current Touch Football Rules unless otherwise stated in these COEs.
 - 3.2. Any changes to the Touch Football Rules will be adopted into VT League from the date they are enacted otherwise stated by TFB. TFB shall notify Clubs of the adoption or delayed adoption of any amended Touch Football Rules by displaying the changes on the TFB website and by emailing each Club.
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4. Composition Of VT League

- 4.1. VT League shall comprise of the following male and female gender divisions:
 - Premier
 - Division 2
 - Division 3
 - 4.1.1. TFB in its sole discretion, after consultation with VT League Clubs, has the right to remove or establish further divisions, including a Junior, Masters or Mixed division, from time to time as it sees fit.
 - 4.2. Premier must comprise of at least six teams. TFB in its sole discretion, after consultation with VT League Clubs, has the right to allow for exemptions to this Condition.
 - 4.3. All decisions relating to the composition of VT League must consider that the priority of the competition is ensuring a competitive, thriving and well supported Premier division and Division 2 before any other divisions or teams are added.
 - 4.4. These COES place a strong emphasis on the three key environments of Touch Football. The key environments, and their relevant division/s, are:
 - Performance (Premier)
 - Pathways (Division 2)
 - Participation (Division 3)
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5. Club And Team Eligibility

- 5.1. TFB in its sole discretion, after consultation with VT League Clubs, has the right to determine whether individual Clubs and/or Club teams are eligible to enter VT League. TFB has unlimited discretion, after consultation with VT League Clubs, to accept or reject team entries for each individual club.
- 5.2. To be eligible for entry into VT League each Club is expressly subject to:



- Operating as a registered Affiliated Association or Associate (Club) with TFA and meeting all obligations as per the current TFA Affiliate Membership Regulations; and
 - entering a minimum of one team in each gender in each VT League season; and
 - Providing to the referee roster at least three (3) minimum Affiliate level qualified referees.
 - Providing at least one (1) Level 1 qualified First Aid representative at each VT League match day;
 - entering a minimum of one team in each gender at the TFA Junior State Cup held in the same calendar year as the current VT League season; or
 - displaying to the satisfaction of TFA that they are investing in increasing participation of junior players in the sport of Touch Football in Victoria; or
 - displaying to the satisfaction of TFA that they are investing in maintaining and increasing participation in the sport of Touch Football in Victoria; and
 - satisfying any further criteria published by TFA in relevant policies or COEs.
- 5.2.1. To be eligible for entry into VT League each Metropolitan Melbourne Based Club, in their inaugural season only, is expressly subject to:
- entering a minimum of one (1) team per gender in Division 2 and/or Division 3; and
 - are ineligible to enter Premier; and
 - cannot select more than eight (8) males and eight (8) females who were registered with any club that registered in the immediately previous season of VT League and intends to compete in the current season of VT League; and
 - can only receive a maximum of two (2) 'Top 6' players per gender from the immediately previous season of VT League.
- 5.2.2. To be eligible for entry into VT League each Regional Victorian Based Club, in their inaugural season only, is expressly subject to:
- entering a minimum of one (1) team per gender in Division 2 and/or Division 3; and
 - are ineligible to enter Premier; and
 - cannot select more than eight (8) males and eight (8) females who were registered with any club that registered in the immediately previous season of VT League and intends to compete in the current season of VT League; and
 - can only receive a maximum of two (2) 'Top 6' players per gender from the immediately previous season of VT League.
- 5.2.2.1. To be eligible for re-entry into VT League each Regional Victorian Based Club, in their second season only, must meet all eligibility requirements as outlined in Condition 5 as well as enter a minimum of one (1) team per gender in Division 2 and/or Division 3.
- 5.2.3. Written consent must be provided by clubs that registered in the immediately previous season of VT League and intend to register in the current season of VT League to release any additional players when recruitment efforts from clubs, in their inaugural season only exceed, the criteria outlined in Condition 5.2.1 and 5.2.2.



- 5.3. In addition to the entry requirements contained in Condition 5.2, entry into Premier is expressly subject to each Club entering exactly one (1) team per gender in Premier and a minimum of one (1) team per gender in Division 2.
- 5.4. All promotions into a higher Division/s are subject to the club and team entry requirements described in Condition 6.
- 5.4.1. Clubs can apply for promotion into Premier for any future VT League season.
- 5.4.2. Clubs can apply for promotion into Premier subject to:
- agreeing to adhere to all Premier entry requirements under Conditions 5.2 and 5.3; and
 - entering, in the immediately preceding season prior to promotion, a minimum of two (2) teams per gender in Division 2 and/or Division 3; and
 - entering, in the immediately preceding season prior to promotion, a minimum of one (1) team per gender in Division 2.
- 5.4.3. To apply for promotion into Premier Clubs must send a formal application, in writing, to TFV. The application must outline:
- previous and current team entries that display the Club's ability to meet the Premier eligibility requirements set out in Condition 5.3; and
 - current Club structure including the composition of the club committee; and
 - their long-term sustainability plan to maintain and grow the sport in Victoria.
- 5.4.4. TFV in its sole discretion, after consultation with VT League Clubs, has the right to determine whether a Clubs promotion into the Premier is approved.
- 5.4.4.1. TFV will consider each application based on the requirements outlined in Conditions 5.4.2 and 5.4.3 as well as the Club's recent previous history adhering to:
- VT League COEs; and
 - Touch Football Australia Codes of Conduct.
- 5.5. There will be no relegation in VT League. Notwithstanding this, a club may be removed from Premier if the Club fails to meet the Premier eligibility criteria outlined in Condition 5.3.

6. Club And Team Entries

- 6.1. Clubs must be invited, in writing, by TFV prior to entering their teams in the VT League.
- 6.2. Clubs seeking to enter team/s in the VT League must complete the 'VT League Entry Form', which is an online form found on MySideline.
- 6.2.1. Teams will take the name of their Club. Where a Club fields multiple teams in a Division they will need to provide a clear differentiation between the teams.
- 6.3. If a team is withdrawn by a Club the relevant Club shall pay to TFV the withdrawal fee as determined by TFV and outlined in Appendix B.
- 6.4. If TFV does not accept entry of a team in VT League, all individuals that have completed their registration shall be eligible for a refund of the VT League Season Fee.



- 6.5. A Club shall be held liable for any fees owed by one of its teams or participants entered in VT League.
- 6.6. Clubs must ensure all participants pay their VT League Season Fee according to the deadlines as set down by TFFV from time to time.
 - 6.6.1. Clubs failing to ensure all individuals have paid the VT League Season Fee and other levies by the final deadline date, or as prescribed by TFFV, may result in suspension from VT League or disqualification from TFFV until such time the payments are made and cleared.
 - 6.6.1.1. Any team suspended from VT League shall forfeit any matches they are scheduled to play during that time.
- 6.7. Clubs are prohibited from nominating more than one (1) team entry in each gender of Premier.
 - 6.7.1. Clubs are prohibited from nominating more than two (2) team entries in each gender of Division 2.
 - 6.7.1.1. Clubs may only nominate a second team entry in each gender of Division 2 if they have nominated at least one (1) team entry in the respective gender of Division 3.
 - 6.7.2. Clubs may choose to nominate a team entry in only one gender in Division 2 and/or Division 3.
 - 6.7.3. Clubs that have entered Premier in the immediate previous VT League season must enter Premier in the current VT League season if they are nominating two (2) or more team entries in each gender.
 - 6.7.4. If clubs elect not to re-enter Premier in the current VT League season, they will be required to apply for promotion into Premier as per Condition 5.4 for any future VT League season.
- 6.8. TFFV shall, at the beginning of each VT League season, determine the number of entrants to Division 2 and Division 3. In making such a determination, TFFV must consult with VT League Clubs, and take into consideration the following factors including but not limited to:
 - any relevant entrants under Condition 6.9; and
 - the best interests of VT League; and
 - the development of Touch Football in Victoria in general; and
 - the number of eligible entries; and
 - the availability of field space; and
 - the availability of field time.
- 6.9. Clubs are permitted to nominate unlimited teams for entry in each gender of Division 3, Junior, Masters and Mixed subject to TFFV's sole discretion to determine entrants under Conditions 5.1 and 6.8.
- 6.10. The six (6) or more Clubs fielding teams under Condition 4.2 have an exclusive right to enter a team in Division 3 if they so choose, irrespective of the considerations contained in Condition 6.8.

7. VT League Fixture

- 7.1. TFFV in its sole discretion, after consultation with VT League Clubs, shall determine:
 - the number of matches scheduled for each division of VT League; and
 - the length of the scheduled season of each division of VT League.



- 7.2. TFCV shall, prior to the commencement of each VT League season, provide all Clubs with a detailed fixture, that has been created by following the “Guidelines For The VT League Fixture” as outlined in Appendix C, containing all scheduled matches for each division.
- 7.2.1. Where it is not possible to determine the scheduling of any given match, TFCV shall provide notice to the affected VT League Clubs and details as to how the match will be scheduled and incorporated into the fixture.
- 7.2.2. All matches shall be played on such days and times TFCV determines will be of benefit to the VT League competition and Touch Football in Victoria.

8. Playing Venues

- 8.1. In addition to Condition 7.2 TFCV shall nominate on the fixture the venues for all regular season and finals series matches.
- 8.1.1. All playing venues, including address and contact number, are listed in Appendix G.
- 8.2. The nominated venue must meet the standard touch football requirements as designated by TFA, unless TFCV determines, after consultation with VT League Clubs, any variations will not have a material impact on the competition integrity.
- 8.2.1. The nominated venue should have access to three (3) fields, with at least one (1) field being regulation sized.
- 8.3. TFCV in its sole discretion, after consultation with VT League Clubs, may nominate country or regional venues for any match.
- 8.4. All matches, regardless of venue, must comply with these Conditions unless otherwise approved by TFCV.

9. Competition Points

- 9.1. Competition points shall be awarded as follows for a VT League match played with 2 x halves:
- WIN: 4 Points
 - DRAW: 2 Points
 - LOSS: 0 Points
 - FORFEIT WIN: 4 POINTS
 - FORFEIT LOSS: -4 POINTS
- 9.1.1. If all teams in a division play the same number of regular season matches as, Competition Points shall be awarded as per Condition 9.1 and as follows:
- BYE: 0 Points
- 9.1.2. If all teams in a division do not play the same number of regular season matches, due to a withdrawal of a team, Competition Points shall be awarded as per Condition 9.1 and as follows:
- BYE: 4 Points



- 9.2. Competition points shall be awarded as follows for a VT League match played with a “touchdown turnaround” format:
- WIN: 2 Points
 - DRAW: 1 Points
 - LOSS: 0 Points
 - FORFEIT WIN: 2 POINTS
 - FORFEIT LOSS: -4 POINTS
- 9.3. If a team receives a Forfeit Loss, they will be penalised the Forfeit Penalty, being -4 points, as outlined in Appendix B. These Competition Points penalties are mandatory, and details of the team penalties are to be published on the ladder.
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10. VT League Ladder

- 10.1. TFV shall establish and keep updated weekly a ladder for all divisions. TFV shall publish the updated ladder on the TFV website at the completion of each round of the regular season.
- 10.2. Teams will be ranked on the ladder in accordance with the total of each team's competition points at any given time.
- 10.2.1. If there is a tie between two or more teams the higher ranked team will be determined in the following order:
- Difference (For and Against)
 - Percentage
 - Lowest number of “Send-Offs” per team
 - Head-to-Head regular season results (firstly win/loss and then cumulative scores if rounds were split)
 - For scores
 - Against scores
- 10.2.2. If there is still a tie between two or more teams, then the ranking will be determined by a drop-off between those teams, to be played preceding the relevant finals match or at a time as nominated by TFV.
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11. Finals Series

- 11.1. The following teams shall qualify for the finals series:
- In a division with less than nine teams entered, the highest four ranking teams on the Ladder at the conclusion of the regular season; or
 - In a division with nine or more teams entered, the highest six ranking teams on the Ladder at the conclusion of the regular season.



- 11.2. The finals series shall be determined by TFV by following the “Guidelines for the VT League Fixture” as outlined in Appendix C.
- 11.2.1. A winner is required for all matches in the finals series. In drawn matches, the Drop-Off procedure, in accordance with the Touch Football Rules, is used to determine a Winner.
- 11.2.2. The finals series shall be released at the time the full fixture is released.
- 11.2.3. TFV in its sole discretion, after consultation with VT League Clubs, may amend, alter, or restructure the finals series where circumstances require, subject to complying with these VT League Conditions of Entry. TFV will endeavour to provide as much notice as possible to all Clubs where this occurs.
- 11.3. All Division winners will be presented with a winner’s medallion including non-playing squad members and coaching staff. This is sixteen (16) medallions per Division winner.
- 11.3.1. Further prizes for each division, including but not limited to trophies, shields, medallions and/or prize money shall be awarded at the discretion of TFV, after consultation with VT League Clubs.
- 11.4. TFV must appoint the following officials for all grand final matches:
- Three (3) Referees; and
 - Official Timekeeper; and
 - Scoreboard attendant.
- 11.5. Where possible, TFV will appoint the above-mentioned officials for all finals series matches. A finals series match other than a grand final shall not be void if all the above-mentioned officials are not appointed.

12. Rescheduling Of Matches

- 12.1. No match shall be rescheduled from its originally fixtured, time, venue and/or date without the prior approval from TFV.
- 12.2. A Club must request to reschedule the time, venue and/or date of a match in writing to TFV.
- 12.2.1. To reschedule a match the following conditions shall apply:
- The match is a regular season VT League match.
 - The reschedule request for a match must be made no later than ten (10) calendar days prior to the originally fixtured date of the match.
 - The proposed rescheduled date of the match must be no later than twenty (20) calendar days after its originally fixtured date.
 - The match can only be rescheduled to a date prior to the commencement of the final series for the match's division.
 - The Club that requested the reschedule shall be required to fulfil any officials’ requirements, including appointing an independent Ground Controller, of the rescheduled Match that either they, or the opposition Club had, in the original fixture unless an adjustment to the VT League fixture has been made by TFV.



- The Club that that reschedules a Match shall be responsible for any costs associated with the reschedule.

12.2.2. The reschedule request must include:

- reason(s) for the team requesting a reschedule; and
- the proposed date, time, and venue for the match; and
- a guarantee that appropriate referees and an independent ground controller will be present for the rescheduled match.

12.3. Within 7 business days of receiving any request to reschedule a match, TFV shall contact the Club in writing, notifying them of its decision to either:

- approve the reschedule at the proposed new date, time and/or venue; or
- reject the reschedule at the proposed new date, time and/or venue; or
- reject the reschedule request outright.

12.3.1. Should TFV reject the reschedule at the proposed new date, time and/or venue, the Club requesting the reschedule may elect to again request an alternate date provided Condition 12.2.1 is satisfied.

12.3.1.1. If there is not a mutually acceptable reschedule between the Club requesting the reschedule and TFV the Club that has requested the reschedule shall either:

- accept any proposed reschedule date, time and/or venue provided by TFV; or
- play the match in accordance with the original schedule.

12.3.1.2. If the Club requesting the reschedule chooses to accept TFV's proposed reschedule, it shall do so regardless of any inconvenience to themselves, including but not limited to:

- scheduling the match at the opposition's venue; or
- scheduling the match at a non-optimal time.

12.3.2. If TFV rejects the reschedule request outright, the match shall be played in accordance with the original schedule. The Club requesting the reschedule shall have no right of appeal against this decision.

12.4. Should a match be rescheduled under Condition 12, TFV shall notify the other Club playing in the match within 3 business days of accepting any reschedule request. TFV has the right to compel a Club to accept the rescheduling of a regular season match where it believes that doing so is in the best interests of the players, VT League, or the sport. If a Club refuses to play the rescheduled Match at the new time, venue and/or date then that team shall forfeit the match and be penalised the Forfeit Penalty.

12.5. If TFV reschedules a match by its own accord, TFV will attempt to provide appropriate referees and an independent ground controller. Any failure by TFV to provide appropriate referees or an independent ground controller for the rescheduled match shall not in any way invalidate the match or the match result.



13. Club Championships

13.1. Please see supporting document - ***VT League – Club Championships***



Section 2 – Participants

14. Participant Conduct

- 14.1. Participants choosing to engage in VT League in any way are bound by the Touch Football Australia Code of Conduct.
- 14.1.1. Any participant found to be in breach of the TFA Code of Conduct, may be given a formal warning in writing by TFA or be required to face a behavioural tribunal and may be disqualified from VT League and other TFA events.
- 14.2. Any person registered on the team list during a match that is disciplined by the referee may face a behavioural tribunal and may be disqualified from VT League and other Touch Football Victoria events.
- 14.3. A player may be disqualified from participating in VT League or any other Touch Football Victoria events for several reasons which include but are not limited to:
- Breach of the Touch Football Australia Code of Conduct.
 - Being disciplined by the referee during a match
 - Non-payment of any debts to TFA.
- 14.3.1 Any disqualified player under this Condition or the TFA rules and regulations may be considered by TFA to be disqualified from any TFA activities (other than as a spectator), including but not limited to participation in:
- touch football matches; and/or
 - touch football tournaments; and/or
 - touch football teams; and/or
 - touch football tours; and/or
 - touch football functions.

15. Participant Registration

- 15.1. Participants will only be deemed eligible to register in the current season VT League if they are:
- Are a fully affiliated member of TFA/TFV; and
 - At least fourteen (14) years of age during the calendar year the VT League season is operating; and
 - Not suspended by TFA, TFV or another TFA affiliated competition; and
 - Financial (i.e. not carrying a debt to TFA, TFV or another TFA affiliated competition or VT League Club).
- 15.1.1. In addition to the requirements outlined in Condition 15.1, players must be residents of Victoria during the current VT League season unless Condition 15.1.2 or 15.1.3 applies.
- 15.1.2. Each club is permitted to nominate one (1) female and one (1) male player that is not a resident of Victoria during the current VT League season into their Club Squad List if they meet all participant



registration requirements outlined in Conditions 15.1 and 15.2. These players are eligible for Premier only.

- 15.1.3. Each club is permitted to nominate unlimited Home-Grown players into their Club Squad List if they meet all participant registration requirements outlined in Conditions 15.1 and 15.2.
- 15.2. To be eligible to nominate and participate in any match participants must, prior to the scheduled match start time, be a registered member of VT League.
 - 15.2.1. To register for the current VT League season participants must complete the online MySideline form.
 - 15.2.2. Players must also pay the player registration fee, as outlined in Appendix B, at the time of registering.
 - 15.2.3. Upon registering for VT League participants acknowledge and agree that they are bound by, including but not limited to, the rules, regulations, and decisions of TFV including these COEs.
- 15.3. In addition to the requirements contained in Conditions 15.1 and 15.2, coaches, players, and team staff must also be registered as a member of the Club they are representing.
- 15.4. Prior to the beginning of each VT League season TFV shall nominate at its discretion the following:
 - Details and procedures for participant registration and deadlines for that registration; and
 - Fees for participant registration; and
 - Details and procedures to determine which participants are registered.
- 15.5. Any player wishing to compete in VT League for any Club other than:
 - the Club they are currently registered with; or
 - the last Club they competed in VT League for,shall be required to complete a Financial Clearance or an Inter-Club Transfer as outlined in Condition 17.
- 15.6. If a team has an unregistered coach, player, or team staff participating in a match the team shall be deemed incomplete and forfeit the match. The team shall also receive an Unregistered player/coach/team staff penalty outlined in Appendix B.
- 15.7. A team forfeiting a match under Condition 15.6 shall have no right of appeal.
- 15.8. TFV may, at its discretion and at any time, withdraw participants registration for non-payment of any debt to TFV. Should this withdrawal occur, the relevant participant shall be considered unregistered for the purpose of these COEs at the moment the withdrawal is made.
 - 15.8.1. For any current/previous club debt that is outstanding from current/previous seasons, the payment of that debt solely lies on the Club. TFV holds the right to withhold that club from participating in any TFV competition/tour until that debt is paid.

16. Club Squad Lists

- 16.1. Each club will be required to submit, in writing, full Club Squad Lists to TFV approximately four (4) weeks prior to the beginning of the season. The exact date will be specified by TFV.



- 16.1.1. In the submission of full Club Squad Lists, Clubs must nominate a 'Top 6'.
 - 16.1.2. The 'Top 6' is a list of six (6) players per gender from the Club Squad Lists that are ineligible to play Division 2 and Division 3 in the current VT League season.
 - 16.1.3. Once Club Squad Lists are submitted clubs will be provided one (1) week to provide feedback in writing to all clubs on the formation of each club's 'Top 6' per gender.
 - 16.1.4. VT League Clubs, and if required the PM and/or PW Coach per club, will meet to discuss all feedback provided regarding the 'Top 6' players per gender per club.
 - 16.1.5. Any changes required to the 'Top 6' per gender per club will be decided via a majority vote from the VT League Clubs and TFAV State Manager only.
 - 16.1.5.1. In the situation of a tied vote the TFAV State Manager, in their sole discretion, would make the final decision.
 - 16.1.6. Any player nominated into the 'Top 6' for any club that has not participated for three (3) consecutive match days will be removed from the 'Top 6' and an additional player will be required to be added before the next VT League match day. The removed player will remain ineligible for Division 2 and Division 3.
 - 16.1.7. Any player added to a Club Squad Lists after the date specified by TFAV, as outlined in Condition 16.1, will immediately be deemed ineligible for Division 2 and Division 3.
 - 16.1.7.1. For the player to be deemed eligible for Division 2 and Division 3 the club must make a submission in writing that outlines the playing history of the individual and clear reasoning as why Condition 16.1.7 should not apply in this instance. TFAV, in its sole discretion, after consultation with VT League Clubs, will then determine the eligibility of the player.
 - 16.2. Registration for individual participants, including players, must be completed by each person on the approved Club Squad Lists approximately one (1) to two (2) weeks prior to the beginning of the season. The exact date will be specified by TFAV.
 - 16.2.1. Failure to do so will render the individual ineligible to participate in the VT League until individual registration has been completed.
 - 16.2.2. Additional individuals, including players, seeking to be added to Club Squad Lists after the date specified by TFAV must be pre-approved by TFAV and must register at least 3 days prior to their participation in VT League.
 - 16.3. Club Squad Lists can be amended on written application to TFAV.
 - 16.4. Players may only represent one club during a VT League season.
 - 16.4.1. Teams with members from multiple clubs are not permitted to enter the VT League.
 - 16.5. Once a player is delisted, they are not permitted to be relisted under any circumstances.
 - 16.5.1. Any player who is suspended from a TFAV/TFA competition is not permitted to be delisted.
-



17. Player Transfers

Guiding Principles

The VT League transfer system seeks to balance legitimate player movement with Club sustainability, player development, participation growth, competition integrity and competitive balance. Clubs are encouraged to attract new participants and develop their own players rather than rely predominantly on recruiting players from other VT League Clubs. In administering, interpreting and applying these Rules, TFV will have regard to the following guiding principles.

Protect and reward club development and sustainability

VT League Clubs invest significant time, resources and volunteer effort into attracting, developing and retaining participants. The transfer system should:

- recognise, reward and protect that investment by encouraging Clubs to grow through participation, development and retention rather than reliance on recruiting players from other VT League Clubs.
- also promote long-term Club sustainability and support Clubs to remain competitive, retain participants and provide meaningful opportunities for players, coaches and officials.

Support legitimate player development pathways

Players should have reasonable opportunities to access higher levels of competition, development opportunities and representative pathways.

The transfer system should facilitate legitimate player movement that supports player development and contributes to the overall quality and standard of VT League competition.

Support competitive balance whilst incentivising club performance

A strong competition requires Clubs across all divisions to remain viable and competitive.

The transfer system should support competitive balance by discouraging circumstances where:

- stronger Clubs continually strengthen through player recruitment from other VT League Clubs at the expense of developing Clubs;
- weaker Clubs are disproportionately disadvantaged through the loss of multiple players; or
- Clubs seek to improve primarily through recruiting players from other VT League Clubs rather than through participant attraction, development and retention.

At the same time, the transfer system should continue to incentivise Clubs to improve performance through effective leadership, coaching, player development, participant attraction and sustainable Club programs.

Preserve competition integrity

Player recruitment and transfer activity should be conducted fairly, transparently and ethically.

The transfer system should discourage recruitment practices, organised player movement or conduct that undermines the spirit or integrity of VT League.

Balance player movement and competition objectives

Legitimate player movement is an important feature of VT League. However, player movement must be balanced against the objectives of Club development and sustainability, competitive balance and competition integrity.



Accordingly, the transfer system may place limits on player movement where necessary to achieve those objectives while continuing to provide players with a fair and transparent process for changing Clubs.

Definitions

For the purposes of this Section:

Club Registered Player

A Club Registered Player is a player who is not considered a Free Agent under these COEs.

A player who was registered with a Club in the immediately preceding VT League season will be considered a Club Registered Player unless they satisfy the criteria to be considered a Free Agent under these COEs.

Understanding Free Agents

Summary A player will usually be a Free Agent if they were not registered with a VT League Club in the immediately preceding VT League season, or if they meet one of the return-to-club provisions below.

A player who was registered with a VT League Club in the immediately preceding season is not a Free Agent simply because they did not play, were injured, were absent, or wish to transfer Clubs.

Free Agent

A Free Agent is a player who:

- intends to compete in the current VT League season;
- has previously competed in a State League competition in Australia; and
- was not registered with a Club in the immediately preceding VT League season;

OR who is returning to a Club where the player previously competed in a minimum of:

- three (3) consecutive VT League seasons and participated in a minimum of four (4) regular season matches in each of those seasons;
- two (2) consecutive VT League seasons and participated in a minimum of four (4) regular season matches in each of those seasons, where that Club was not entered in Premier Division; or
- two (2) VT League seasons as a Junior Player.

For the avoidance of doubt:

- registration with a Club is sufficient to establish a Club relationship for the purposes of these transfer rules, regardless of whether the player participated in a match during that season; and
- unless otherwise provided for in these COEs, a player who was registered with a Club in the immediately preceding VT League season will be considered a Club Registered Player and will be subject to the Inter-Club Transfer provisions contained in this Section.

From Club

The Club from which a player is transferring.

To Club

The Club to which a player is transferring.

Quick Reference Guide

Player Type	What is required before playing for a new Club?
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Club Registered Player	VT League Inter-Club Transfer + Financial Clearance + registration requirements.
Free Agent	Financial Clearance + registration requirements.
Junior Player	Transfer provisions apply as set out in Section 17, including junior recruitment protections.
Person new to State League	Not subject to Condition 17.

Key Dates

- Transfer period opens: 31 July each year.
- Transfer period closes: five (5) weeks before the first scheduled VT League competition match.
- For 2026, the transfer period is 31 July 2026 to 6 September 2026.
- Financial Clearances close at the conclusion of the regular season.

Key Transfer Limits

- Maximum two (2) transferred Club Registered Players per team entered in the current season.
- Maximum six (6) transferred Club Registered Players per gender across senior teams, if three (3) senior teams are entered per gender.
- Premier match limit: two (2) transferred Club Registered Players.
- Division 2 and Division 3 match limit: three (3) transferred Club Registered Players.
- Limits are cumulative across all From Clubs.
- Free Agents are unlimited, provided Financial Clearance requirements are satisfied.

Limit Type	Limit
Squad list	2 transferred Club Registered Players per team entered in the current season
Senior team cap	Maximum 6 transferred Club Registered Players per gender if 3 senior teams are entered
Junior transfers	Up to 2 transferred Club Registered Junior Players per gender
Premier match	2 transferred Club Registered Players on the scoresheet
Division 2 match	3 transferred Club Registered Players on the scoresheet



Division 3 match	3 transferred Club Registered Players on the scoresheet
New Club match	4 transferred Club Registered Players on the scoresheet
Free Agents	Unlimited, subject to Financial Clearance requirements

Transfer Rules and Requirements

17.1. Club Registered Players

17.2. A Club Registered Player wishing to transfer to another Club for the following VT League season must obtain:

- a VT League Inter-Club Transfer; and
- a Financial Clearance.

17.3. A VT League Inter-Club Transfer may only be applied for during the VT League transfer period.

17.4. Free Agents

17.5. A Free Agent wishing to join another Club for the following VT League season must obtain:

- a Financial Clearance.

Transfer Period

17.6. The VT League transfer period:

- opens on 31 July each year; and
- closes five (5) weeks prior to the first scheduled VT League competition match of the relevant season for VT League Inter-Club Transfers.

17.7. The period for Financial Clearances closes at the conclusion of the regular season.

2026 administrative dates

Transfer Period Opens: 31 July 2026

Transfer Period Closes: 11 September 2026

First Competition Round: 11 October 2026

17.8. Transfers Outside the Transfer Period

17.8.1. Any player seeking a transfer outside the transfer period must submit a written application to TFCV explaining the reasons for the request.

17.9. Determination of Applications



- 17.9.1. The TFV State Manager may, at their discretion and on behalf of TFV, convene a special committee to consider an application made under Condition 17.2.1. Before making a decision, the TFV State Manager may consult with any persons or bodies they consider appropriate.

Completion of Transfers and Clearances

17.10. **Club Registered Player Transfer Checklist**

17.11. A transfer is not complete until all of the following requirements have been met:

- The To Club submits a written Inter-Club Transfer request to TFV.
- The From Club approves the transfer in writing to TFV.
- Any outstanding debt owed by the player to the From Club has been paid.
- TFV approves the transfer in writing.
- TFV issues a "Clearance Finalised" notification to all relevant parties.
- The player has completed all registration requirements under Condition 15 and is a Registered Member of VT League for the current season.

17.12. Only after all applicable steps have been completed may the player play for their new Club.

17.13. **Refusal of Approval by From Club**

17.14. The From Club may only refuse to approve a transfer where the player has an outstanding financial debt to that Club. Once the player becomes fully financial, the From Club must approve the transfer in writing to TFV.

17.15. **Free Agent Financial Clearance Checklist**

17.16. A Financial Clearance is not complete until all of the following requirements have been met:

- The To Club submits a written Financial Clearance request to TFV.
- The From Club confirms the player's financial status in writing to TFV.
- Any outstanding debt owed by the player to the From Club has been paid.
- TFV approves the Financial Clearance in writing.
- TFV issues a "Clearance Finalised" notification to all relevant parties.
- The player has completed all registration requirements under Condition 15 and is a Registered Member of VT League for the current season.

17.17. Only after all applicable steps have been completed may the player play for their new Club.

17.18. **Refusal of Financial Clearance by From Club**

17.19. The From Club may only refuse to approve a Financial Clearance where the player has an outstanding financial debt to that Club. Once the player becomes fully financial, the From Club must approve the Financial Clearance in writing to TFV.

17.20. **Eligibility to Play**

17.21. A player must not compete in VT League for a new Club until the transfer or Financial Clearance has been finalised. If a player competes before approval has been finalised:

- the team will be deemed incomplete;



- the match will be forfeited; and
- the Club will receive the Abuse of Transfer Penalty outlined in Appendix B.

Disputes

17.22. Any dispute arising from a transfer or Financial Clearance will be dealt with by the TFCV State Manager at their discretion.

Purpose and Interpretation of Transfer Limits

17.23. Purpose of Transfer Limits

17.24. The transfer limits in Conditions 17.6 and 17.7 are intended to:

- protect Club sustainability;
- reward player development and participation growth;
- support legitimate player pathways; and
- promote competitive balance within VT League.

17.25. The transfer limits are intended to work in conjunction with Condition 17.9.

17.26. Interpretation of Transfer Limits

17.27. The transfer limits in Conditions 17.6 and 17.7 regulate the total number of transferred Club Registered Players that may be received by a Club.

17.28. These limits are cumulative across all From Clubs and are not intended to impose restrictions based on the Club from which a player transfers. Significant player movement between the same From Club and To Club is addressed separately under Condition 17.9.

Squad List Transfer Limits

17.29. Club Registered Player Limits

17.30. A Club entered in VT League must not receive more than two (2) transferred Club Registered Players per team, per gender and per division entered in the current VT League season.

17.31. The application of this Condition is capped at three (3) senior teams per gender, resulting in a maximum of six (6) transferred Club Registered Players per gender across a Club's senior teams.

17.32. In practical terms, a Club may receive two (2) transferred Club Registered Players for each senior team entered, up to a maximum of six (6) transferred Club Registered Players per gender.

Example

If a Club enters Premier Men, Division 2 Men and Division 3 Men, it may receive up to six (6) transferred Club Registered Male Players in total, plus up to two (2) additional transferred Club Registered Junior Male Players. Transfers are cumulative across all From Clubs. The limit does not reset when players transfer from different Clubs.

17.33. Junior Club Registered Players



- 17.34. In addition to Condition 17.29, a Club may receive up to two (2) transferred Club Registered Junior Players per gender.
- 17.35. **Free Agents**
- 17.36. A Club may receive an unlimited number of transferred Free Agent players in each VT League season, provided all Financial Clearance requirements have been satisfied.
- 17.37. **Application of Transfer Limits**
- 17.38. The limits in **Squad List Transfer Limits** are cumulative across all From Clubs.
- 17.39. For the avoidance of doubt:
- transferred Club Registered Players from different From Clubs are counted together when determining whether a Club has reached its transfer limit;
 - transfer limits do not reset when a Club receives transferred players from multiple Clubs; and
 - the previous division in which a transferred player competed is not relevant when calculating the number of transferred Club Registered Players a Club may receive.

Match Day Transfer Limits

17.40. Scoresheet Limits

Competition	Maximum Transferred Club Registered Players
Premier Division	2
Division 2	3
Division 3	3
New Clubs	4

- 17.41. All transferred Club Registered Players are counted cumulatively regardless of the Club from which they transferred.

17.42. Application of Match Day Limits

- 17.43. For the purpose of determining compliance with **Match Day Transfer Limits** Condition:
- all transferred Club Registered Players listed on the scoresheet are counted together;
 - the Club from which a player transferred is not relevant; and
 - transferred Club Registered Players received from multiple Clubs are aggregated.

17.44. Free Agents

- 17.45. A Club may play or list an unlimited number of transferred Free Agent players on a scoresheet, provided all Financial Clearance requirements have been satisfied.



Breach of Transfer Limits

- 17.46. A team that breaches the transfer limits in Condition 17 will:
- forfeit the relevant match; and
 - receive the Abuse of Transfer Penalty outlined in Appendix B.
- 17.47. Examples of common transfer scenarios are provided in Appendix I.

Multiple Player Transfers Between the Same Clubs

- 17.48. This provision exists to ensure significant player movement between the same two Clubs remains consistent with the Guiding Principles and objectives of the VT League transfer system.
- 17.49. Where four (4) or more players transfer from the same From Club to the same To Club during a single transfer period, TFV may investigate the circumstances surrounding those transfers.
- 17.50. In conducting such an investigation, TFV may seek information from the Clubs, players and any other relevant persons regarding the circumstances of the transfers.
- 17.51. The purpose of the investigation is to determine whether the transfers are consistent with the Guiding Principles and objectives of the VT League transfer system.
- 17.52. Following such investigation, TFV may:
- approve the transfers;
 - approve the transfers subject to conditions;
 - determine that the transfers are inconsistent with these COEs; and/or
 - take such action as TFV considers appropriate under these COEs.
- 17.53. For the avoidance of doubt, a transfer involving four (4) or more players between the same From Club and To Club is not automatically prohibited.

Club Ceases to Enter a Team

- 17.54. **When a Player Will Be Treated as a Free Agent**
- 17.55. Where a player's Club ceases entering a team in the VT League division in which the player primarily competed, the player will be considered a Free Agent where:
- during a VT League season, the player has played the majority of their matches in that division during the current season; or
 - between VT League seasons, the player played the majority of their matches in that division during the immediately preceding season.
- 17.56. **Players Who Do Not Qualify as Free Agents**
- 17.57. Where:
- the player has not played the majority of their matches in the division from which the Club ceased to participate; or
 - the Club the player is transferring to has not entered a team in that division;
- 17.58. the player will be considered a Club Registered Player and must transfer in accordance with the standard transfer requirements under Condition 17.1.



In-Season Inter-Club Transfers

- 17.59. A VT League Inter-Club Transfer during the VT League season is prohibited unless otherwise permitted under these COEs.

Junior Player Transfers and Recruitment

- 17.60. **Initiating Discussions**
- 17.61. If a player is considered a Junior Player, the player or their parent/guardian should be primarily responsible for initiating discussions regarding a transfer.
- 17.62. **Prohibited Recruitment Contact**
- 17.63. Clubs and their officials, including persons acting in any capacity associated with a Club, must not initiate contact with a Junior Player for the purpose of recruiting that player to transfer Clubs.
- 17.64. The following may constitute prohibited recruitment contact:
- approaching a Junior Player directly about transferring Clubs;
 - offering a place in another Club's team; or
 - encouraging a Junior Player to leave their existing Club.
- 17.65. This clause does not prevent normal communication with a parent or guardian where permitted under these COEs.
- 17.66. A breach may result in:
- referral to a Disciplinary Tribunal; and/or
 - disqualification from participating in VT League or any other TFV activities.
- 17.67. **Development Feedback**
- 17.68. This Condition does not prevent State coaches from providing development feedback to players.
- 17.69. Where feedback is provided at VT League match days, it is recommended that a parent/guardian and/or VT Club Coach be present.

Players New to State League

- 17.70. A person who has never competed in any State League in Australia is not subject to Condition 17.

18. Junior Players

- 18.1. Any junior player competing in VT League must play for their Club's junior team (if any) should that player wish to compete in a Junior Division.
- 18.1.1. If the junior player's VT League Club has not entered a team in the Junior Division for the current VT League season, the junior player may play in the Junior Division for any other Club during that VT League season only.
- 18.1.2. If a junior player is competing in the Junior Division for a different Club than their VT League Club under Condition.18.1.1, a Financial Clearance shall be required prior to the junior player's first game in the Junior Division for that different Club.



18.1.3. This financial clearance is only valid for Junior Divisions for a single VT League season.

18.2. A player that does not turn fourteen (14) years old, or older, during the calendar year the VT League season is operating shall not be permitted to participate in the VT League unless permission has been granted by TFFV.

18.2.1. TFFV shall require an U14 Parental Waiver to be completed in writing and submitted to TFFV via email before such a request will be considered.

19. Coach

19.1. Any person listed on the team list as a Head Coach or Assistant Coach for any team competing in the VT League must hold TFA recognised coach accreditation.

19.2. The following table represents the minimum coaching qualification a Head Coach and Assistant Coach must hold

Division	Position	Minimum Coach Requirement
Premier	Head Coach	TFA Talent Coach Accreditation
Premier	Assistant Coach	TFA Foundation Coach Accreditation Or TFA Community Coach Accreditation
Division 2	Head Coach	
Division 2	Assistant Coach	
Division 3	Head Coach	
Division 3	Assistant Coach	

19.3. Any person listed on the team list as a Head or Assistant Coach for any division must hold a valid Victorian Working with Children Check (WWCC), or interstate equivalent, and have completed the Sport Integrity Australia 'Safeguarding Children and Young People Induction' course.

19.4. If any team lists on the scoresheet a coach that is not qualified, as per Condition 19.1, or has not met the Child Safeguarding Requirements, as per Condition 19.2, that team will receive an Unaccredited Coach Penalty as set out in Appendix B.

19.5. Should a coach also be a player:

- The person in question must be listed in both the player list and staff list on the scoresheet.
- The person in question will be subject to all requirements set out in Condition 19.



20. Player Participation Eligibility

Guiding Principles

Player Participation and Movement Rules are intended to support fair, flexible and development-focused participation while preserving the integrity of each VT League division.

1. Support legitimate player development opportunities

Players should have reasonable opportunities to challenge themselves in higher divisions and move between divisions as part of their development pathway.

2. Encourage higher-level participation without unfairly impacting lower divisions

The rules should allow players to gain experience in Premier and Division 2 while maintaining appropriate eligibility limits for lower divisions.

3. Maintain competitive balance and division integrity

The rules should prevent deliberate manipulation of team strength and protect the standard and fairness of each division.

4. Support Club flexibility and player retention

Clubs should have reasonable flexibility to manage availability, injuries, development and team depth throughout the regular season.

5. Keep eligibility rules simple and administrable

Players, coaches, team managers and officials should be able to understand and apply participation restrictions without unnecessary complexity.

Player and Club Quick Reference

Rule area	Quick summary
Top 6 Players	Cannot play Division 2 or Division 3.
Premier to Division 3 restriction	Lower of 30% of scheduled rounds or 3 Premier rounds.
Premier to Division 2 restriction	Lower of 60% of scheduled rounds or 6 Premier rounds, subject to the Full Squad Exemption.
Division 2 to Division 3 restriction	Lower of 60% of scheduled rounds or 6 Division 2 rounds, subject to the Full Squad Exemption.
Combined Premier + Division 2 to Division 3 restriction	6 combined rounds makes the player ineligible for Division 3, subject to the Full Squad Exemption.
Same day restriction	A player cannot play Premier and Division 3 on the same match day.



Full Squad Exemption	Club nominates excess players who are ineligible to play down a division for a specific round; approved players cannot play a higher division that day.
Multiple teams in same division	No more than 6 players per team may play for another Club team in that division during the regular season.
Finals eligibility for a division where the Club has more than 1 team	Majority of regular-season matches; if tied, the Club nominates the finals team.
Touchdown turnaround	Counts as 50% of a round.

20.1. **Top 6 Players** - A player listed in the 'Top 6' on a Club Squad List is ineligible to play Division 2 and Division 3 in the current VT League season.

20.2. **Interpretation of Participation Thresholds** The applicable participation threshold is the lower of:

- the percentage threshold specified in Condition 20.3; or
- the fixed-round threshold specified in Condition 20.3.

Scheduled regular season	30% threshold	60% threshold
8 rounds	2 rounds	4 rounds
10 rounds	3 rounds	6 rounds
12 rounds	3 rounds, because the fixed cap is lower	6 rounds, because the fixed cap is lower

20.2.1. Percentage thresholds are calculated using the total number of regular season rounds scheduled for the relevant division at the commencement of the season. Where a calculation results in a fraction, the result is rounded down to the nearest whole round.

20.3. **Regular Season Participation Thresholds** Subject to Condition 20.4, a player becomes ineligible for lower divisions once the following threshold is reached:

Participation during the regular season	Player becomes ineligible for
Lower of 30% of scheduled rounds or 3 Premier rounds	Division 3
Lower of 60% of scheduled rounds or 6 Premier rounds	Division 2 and Division 3



Lower of 60% of scheduled rounds or 6 Division 2 rounds	Division 3
6 combined Premier and Division 2 rounds	Division 3

20.3.1. For the purposes of this Condition:

- Premier and Division 2 participation are assessed separately except when applying the combined six-round threshold.
- A player may remain eligible for Division 2 after becoming ineligible for Division 3, provided the Premier threshold for Division 2 ineligibility has not been reached.
- The thresholds apply to regular-season participation only.
- An ineligible player must not be listed on a scoresheet or participate in that division unless an approved Full Squad Exemption applies.

20.3.2. Worked Examples

Example	Participation	Outcome
1	3 Premier rounds in a 10-round season	Eligible for Division 2; ineligible for Division 3.
2	5 Premier rounds in a 10-round season	Eligible for Division 2; ineligible for Division 3.
3	6 Premier rounds in a 10-round season	Ineligible for Division 2 and Division 3 unless a Full Squad Exemption applies.
4	6 Division 2 rounds in a 10-round season	Eligible for Division 2; ineligible for Division 3 unless a Full Squad Exemption applies.
5	2 Premier rounds and 3 Division 2 rounds	Eligible for Division 3 because the combined total is 5.
6	2 Premier rounds and 4 Division 2 rounds	Ineligible for Division 3 because the combined total is 6.
7	2 Premier rounds in an 8-round Premier season	Ineligible for Division 3 because 30% rounds down to 2.
8	4 Premier rounds in an 8-round Premier season	Ineligible for Division 2 and Division 3 because 60% rounds down to 4.
9	3 Premier rounds in a 12-round Premier season	Ineligible for Division 3 because the fixed cap of 3 is lower than 30%.



10	6 Premier rounds in a 12-round Premier season	Ineligible for Division 2 and Division 3 because the fixed cap of 6 is lower than 60%.
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20.3.3. Touchdown Turnaround Matches A round played using a touchdown turnaround format counts as fifty percent (50%) of a round when calculating participation thresholds under Condition 20.3.

20.4. Full Squad Exemption Rule A Full Squad Exemption may apply where more than fourteen (14) players per team entered in a division have become ineligible for the immediately lower division due to the thresholds in Condition 20.3.

- The Club may nominate which excess ineligible players receive the exemption for a particular round.
- The exemption applies only to the round for which TFV grants approval and does not carry forward automatically.
- A player receiving the exemption must not participate in any higher division on the same match day.
- A Club with two Division 2 teams must have more than twenty-eight (28) players who have reached the applicable threshold before an exemption may apply for Division 3.
- The Club must apply to TFV in writing no later than 12:00 pm on the Wednesday before the relevant competition round.
- TFV has sole discretion to approve or refuse the Full Squad Exemption.

20.4.1. Worked Full Squad Exemption Examples

Example A: one Premier team

Club A has 16 players who have reached the Premier threshold for Division 2 ineligibility. Club A may apply for a Full Squad Exemption. If approved, Club A may nominate any 2 of the 16 players to play Division 2 for that round, other than Top 6 players. The nominated players cannot also play Premier on that match day.

Example B: two Division 2 teams

Club B has two Division 2 teams and 30 players who have reached the Division 3 ineligibility threshold. Club B may apply to nominate 2 excess players for Division 3 for that round. If approved, those players cannot also play Division 2 or Premier on that match day.

Example C: threshold not reached

Club C has one Premier team and 14 players who are ineligible for Division 2. The exemption does not apply because the rule requires more than 14 ineligible players.

20.5. Ineligible Players - Any team that registers, lists or fields a player on the scoresheet of a match where that player is ineligible for the relevant division will:

- forfeit the match; and
- receive the Ineligible Player Forfeit Penalty outlined in Appendix B.



- 20.6. Junior Players** may participate in a maximum of three (3) VT League matches on any match day, provided the player complies with Conditions 20 and 21, applicable player welfare requirements and all other applicable COEs.

21. Player Movement Between Divisions

- 21.1. General Movement Between Divisions** Players may move between divisions throughout the regular season, subject to the eligibility requirements in Condition 20. A player is not required to move through divisions sequentially and may be selected in any division for which the player is eligible.
- 21.2. Same Match Day Restriction for Premier Division and Division 3**
- A player must not participate in both Premier Division and Division 3 on the same match day.
 - A player may participate in Premier Division and Division 2, or Division 2 and Division 3, on the same match day if the player is otherwise eligible. However, a player using a Full Squad Exemption must not participate in any higher division on that match day.
- 21.3. Byes** For the purposes of participation thresholds and player movement, a bye is not considered a round.

22. Player Movement Between Teams in the Same Division

- 22.1. Multiple Teams in the Same Division** Where a Club has more than one team entered in the same division:
- no more than six (6) players per team may participate for another Club team within that same division during the regular season; and
 - for finals eligibility, a player is eligible only for the team in that division for which the player played the majority of regular-season matches.
- 22.1.1.** Where a player has played an equal number of matches for multiple teams in the same division, the Club may nominate which team the player is eligible to represent during finals.
- 22.2. Worked Finals Eligibility Examples**
- Example 1: majority exists**
Player A plays 6 regular season matches for Division 2 Team 1 and 3 for Division 2 Team 2. Player A is eligible only for Team 1 during finals.
- Example 2: equal matches**
Player B plays 5 regular season matches for Division 3 Team 1 and 5 for Division 3 Team 2. The Club may nominate Team 1 or Team 2 as Player B's finals team.
- 22.3. Movement Between Divisions Where a Club Has Multiple Teams in the Same Division** A player may continue to move between divisions in accordance with Conditions 20 and 21. Where the player returns to a division in which the Club has multiple teams, the player must comply with Condition 22.1 and any applicable finals eligibility requirements.



- 22.4. **Breach of Same-Division Movement Rules** Any Club in breach of Condition 22 will be subject to the Forfeit Penalty outlined in Appendix B.
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23. Significant Events

- 23.1. Significant event(s) are non-VT League scheduled touch football matches, events, tournaments, or commitments officially recognised by TFV. Significant events recognised by TFV include but are not limited to:
- the National Youth Championships; and
 - National Touch League; and
 - NRL Touch Football Premiership; and
 - National team commitments.
- 23.2. Where a team (or teams) cannot fulfil the requirements of Condition 28.1 due to a significant event, the relevant Club may apply to TFV in writing.
- 23.2.1. The application must be submitted no less than three (3) business days prior to the scheduled match for a player or players registered with the applying Club to receive an exemption from Conditions 20 and 21. The application must nominate:
- the significant event in question; and
 - the full name of the player or players who will receive an exemption during that VT League round to enable the team to comply with Condition 28.1.
- 23.3. Player movements as described in Condition 21 shall not be counted if any player or players are competing in a match during a VT League round due to a significant event under Condition 22.
- 23.4. If players are competing in additional matches during a VT League round due to a significant event under Condition 22, the additional matches shall not count towards their total number of matches participated in for that season.
-

24. Finals Series Eligibility

Guiding Principles

- Competition integrity: finals participants should be representative of the players who participated throughout the regular season.
- Player development and progression: clubs should be able to provide opportunities for players to progress into higher divisions and compete for positions within their club.
- Fair finals participation: players who have met participation requirements should not be unintentionally excluded from finals where their club qualifies in multiple divisions.
- Protecting the Premier Division standard: the competition's strongest players should compete in Premier Division finals, while protecting the integrity of Division 2 and Division 3 competitions.



- Recognition of different competition structures: eligibility rules should accommodate divisions that play different numbers of regular season rounds.
- Clear and consistent administration: the rules should be easy for players, coaches, clubs and administrators to understand and apply.

These Rules are to be interpreted in a manner consistent with the Guiding Principles. Where there is ambiguity, the interpretation that best promotes competition integrity and fair participation should be preferred. Finals eligibility is determined in two steps:

- Step 1: Determine whether a player has qualified to participate in finals.
- Step 2: Determine which division(s) the player is eligible to play finals in.

Player Eligibility To Participate In Finals

- 24.1. **Minimum participation requirement.** A player is eligible to participate in finals if they have played in at least five (5) separate competition rounds during the regular season, regardless of division.
- 24.2. **Short season exception.** If a division has fewer than 10 scheduled rounds, a player who has not played 5 separate rounds but has participated in 50% or more of that division's rounds will be eligible to play finals in that division only. 50% will be rounded down to the nearest whole number of rounds.
- 24.3. **Counting participation for eligibility to play finals.** Regardless of the number of divisions, matches or competition rounds played on a competition day or weekend, a player may receive credit for a maximum of two (2) competition rounds towards finals qualification per competition day or weekend. Differences in round numbering between divisions do not affect how participation is counted for a given competition day or weekend.
- 24.4. **Rounds cancelled, forfeited or missed due to a Significant Event** will not count against a player's participation requirements. Where a player is unavailable due to a Significant Event, TFV may consider a dispensation under the provisions below. Significant Event means an event determined by TFV to have materially disrupted the competition, including severe weather, natural disasters, public health orders, facility closures or other exceptional circumstances.

Which Division A Player Is Eligible To Play Finals In

- 24.5. **A player's Primary Division is the division in which they played the majority of their regular season rounds. A player may play finals in their Primary Division or any division above their Primary Division,** subject to these Rules.
- 24.6. Where the number of regular season rounds played is equal across two or more divisions, the player's club may nominate the player's Primary Division prior to the commencement of finals.
- 24.7. **Premier Division surplus players.** Where more than fourteen (14) players have Premier Division as their primary division, any Premier Division players not selected in a fourteen (14) player Premier Division finals team playing on the same day may play Division 2. Top 6 Premier-ranked players (as published by TFV prior to the commencement of finals) can NOT play Division 2.



- 24.8. **Division 2 surplus players.** Where more than fourteen (14) players have Division 2 as their primary division, any Division 2 players not selected in a Division 2 finals team playing on the same day may play Division 3.
- 24.9. **Premier Division players restriction from playing Division 3.** Any player who has played three (3) or more Premier Division rounds during the regular season is NOT eligible to play Division 3 finals
- 24.10. **One team only for finals, subject to higher division promotion.** A player may only participate in one division's team during a finals series. However, a player may be promoted to a higher division during the finals series where the higher division team has fewer than fourteen (14) players eligible and available and the player is otherwise eligible under the Rules. This means a player could play a Division 3 semi-final and then Division 2 Grand Final or Division 2 semi-final and then Premier Grand Final. A player, under no circumstance, play in 2 division's grand finals.

TFV Oversight, Club Requirements & Dispensations

- 24.11. **Dispensation requests.** Clubs must notify TFV in writing by **12pm the Tuesday before finals**; approval is at TFV's sole discretion.
 - 24.11.1. Can be considered for injury or exceptional circumstances, potentially reducing the rounds or games-required threshold or crediting missed games, so long as the player played all other available rounds
 - 24.11.2. Applications must be submitted in writing by 12pm the Tuesday before finals, made by an official club representative, with supporting evidence (medical for injury validating the duration of the injury; substantiating evidence for exceptional circumstances).
 - 24.11.3. Early lodgement is encouraged; approval is at TFV's sole discretion.
- 24.12. **Clubs must submit finals team lists before the finals series** commences in accordance with TFV deadlines and must provide any information reasonably requested to verify player participation, Primary Division, finals qualification and eligibility.
- 24.13. **The Competition Administrator will publish a Finals Eligibility Register** before finals identifying each player's Primary Division, eligible finals divisions, and any eligibility conditions. TFV will re-publish the Top 6 Premier-ranked players prior to the commencement of finals. Any club seeking a review of its players' Primary Division, finals qualification, or finals eligibility must lodge its request before 5pm on Tuesday before the commencement of the finals series. Unless otherwise determined in exceptional circumstances, eligibility determinations published in the Finals Eligibility Register remain in effect for the duration of the finals series.
- 24.14. **No challenge to a player's eligibility may be lodged after the commencement of finals** unless the challenge relates to information that was false, misleading or not reasonably available before the Finals Eligibility Register was published.
- 24.15. Where a circumstance is not specifically addressed, the **Competition Administrator may make a determination consistent with the Guiding Principles.**
- 24.16. TFV's decisions are final, subject to any appeal process established by TFV.



- 24.17. Penalty for ineligible players playing. Where a team fields an ineligible player in a finals match, that team will forfeit the match and any advancement resulting from that match, unless otherwise determined by TFFV in exceptional circumstances.

25. Team Lists

- 25.1. The structure of each team must comply with Rule 5 of the Touch Football Rules
- 25.2. Each Club must provide complete team lists to TFFV, online via MySideline, by no later than 12pm the Wednesday prior to the first scheduled Regular Season round of VT League, for each of its entered teams. A complete team list must include:
- First and Last names of each player (no numbers); and
 - First and Last names of the team staff
- 25.2.1. Team lists must be updated by the Club as required during the season.
- 25.3. Team lists are to only draw players from the approved Club Squad Lists and must be submitted online via MySideline by no later than 12pm the Friday before a given round.
- 25.3.1. Registration of players to each team list on a given round will be limited to what the MySideline system allows (currently twenty (20) players).
- 25.3.2. These team lists can be changed weekly if players are drawn from the approved Club Squad Lists and all eligibility criteria are met.
- 25.4. On match days, changes to the team lists can be made by the teams as required.
- 25.4.1. Where a Player needs to be added to the scoresheet and insufficient space remains, the bottom section of the scoresheet may be used or utilise the same line of another player.
- 25.4.2. Players who will not be participating in the match should be deleted from the scoresheet, by placing a line through the player's name, to ensure the team list consists of a maximum of 14 players.
- 25.5. As per Condition 23.2 a player can only participate in one team during the finals series and are therefore only permitted onto one team's list during the finals series.

26. Uniforms

- 26.1. TFFV has the authority to approve and permit all team uniforms for use in the VT League competition. TFFV approval is required where a Club intends to change its Team/s uniform between or during VT League seasons.
- 26.1.1. An example of approved team uniform designs is provided in Appendix E.
- 26.2. All Club uniforms must be registered with TFFV. Clubs may have more than one type of uniform colour combination. The uniform includes player's jerseys, shorts, socks, and advertising material.
- 26.2.1. Any club entering more than one team into a Division must ensure that each team is clearly differentiated in their uniform.



- 26.3. Items classified as advertising materials include, but are not limited to:
- VT League Club Logo; and
 - Sponsor's logos.
- 26.3.1. Any uniform items which feature TFA or TFV Intellectual Property or Logos must be from TFA Licensed Suppliers
- 26.4. Clubs must advise TFV of any sponsors that are planned for use on their playing uniform eight (8) weeks prior to the beginning of the season to ensure all Club sponsors and uniform designs are TFV and TFA approved.
- 26.5. TFV may direct all teams to wear certain forms of advertising material on their uniforms at its sole discretion, where demonstrable commercial benefit to the VT League and or VT League clubs is presented, in a specified manner if:
- TFV have also demonstrated they have considered current VT League Club sponsors; and
 - Any direction includes a sufficient lead in time to ensure there is not a significant negative financial impact on VT League participants.
- 26.5.1. A player must not enter the field if they fail to wear specified sponsor identification as directed by TFV.
- 26.6. During a match, all players must wear their Club's uniform which is registered with TFV.
- 26.6.1. A player must always wear an approved playing jersey during a competition game.
- 26.6.1.1. Playing jerseys must be those of the official club uniform, however playing jerseys bearing incidental differences are permitted in Division 2 and Division 3, providing style and colour of the strip is otherwise the same, and all other requirements of Condition 25 are met.
- 26.6.2. A player must always wear approved playing shorts and socks during a competition game.
- 26.6.2.1. Playing shorts and socks must be those of the official club uniform, however playing shorts and socks bearing incidental differences are permitted providing colour of the strip is otherwise the same, and all other requirements of Condition 25 are met.
- 26.7. The number displayed on a player's playing shirt will be their team player number.
- 26.7.1. 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.
- 26.7.2. All players are to wear a unique identifying number not less than 16cm in height, clearly displayed on the rear of the playing top.
- 26.7.3. Identifying numbers must feature no more than two (2) digits.
- 26.7.4. Player names on the back of the team jersey are optional. A team may play with a mixture of team jerseys with and without player names on the back. A player's actual name does not have to match the name on the back of their playing jersey.
- 26.8. A player must always wear approved sports shoes whilst on the field during a competition game.
- 26.8.1. Light leather or synthetic boots with soft moulded soles are permitted
- 26.8.2. Football boots with screw-in studs are not permitted.
- 26.8.3. Any sharp edges of an approved sports shoe are required to be filed.



- 26.8.4. Despite Condition 25.8, 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.
- 26.9. Players are entitled to play with compression garments or plain coloured apparel under their playing uniform so long as the number is clearly visible and there is a consistent colour within the team/club.
- 26.10. Referees and players may wear spectacles or sunglasses provided they are safe and securely attached.
- 26.11. Referees and players may wear sport monitoring equipment and medical supports such as knee or ankle braces provided, at the sole discretion of competition's controlling body, the items are not dangerous.
- 26.12. Clubs, teams, and players must not make temporary modifications to uniform/s. Temporary modifications include but are not limited to the use of tape or similar materials.
- 26.13. Any uniform infringements must be rectified, and the player must not participate in the match until the uniform infringement is rectified to the satisfaction of the referee.
- 26.13.1. If a team plays in a competition game and one or more of its players do not comply with this Condition 25, the opposition team will receive one (1) try for each non-complying player, up to a maximum of five (5) tries. The only exception is if Condition 25.14 has been implemented.
- 26.14. Before teams take the field, all players participating in the match must be in full playing uniform.
- 26.15. TFV, in its sole discretion, after consultation with VT League Clubs, may waive the requirement as set out in this Condition 25 in extreme cases where reasonable notice has been given and the non-compliant team is attempting to rectify the non-compliant uniform immediately.
- 26.15.1. Under no circumstances will Condition 25 be waived during the final series.
- 26.15.2. No person, other than TFV Staff or appointed Ground Controller, including opposing team captains or a referee may waive the requirement for players to comply with the player uniform Conditions outlined in this Condition 25.
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Section 3 – VT League Matches

27. Match Format

- 27.1. A VT League match, unless otherwise specified, is to be played in 50-minute timeslots with matches being 40-minutes in duration, consisting of two (2) x 20-minute halves, with a Half Time break of five (5) minutes.
 - 27.1.1. There is no time off for injury during a match, excluding during standalone finals matches.
 - 27.1.2. All finals series matches will be played as per Condition 26.1 with the exception that timeslots may be 55 or 60 minutes.
- 27.2. Condition 26.1 is subject to TFCV Disrupted Games Policy and Extreme Weather Policy.
- 27.3. TFCV in its sole discretion, after consultation with VT League Clubs, may alter regular season match formats to be played in 40-minute timeslots with 2 x 16-minute halves and a 3-minute half time interval or 30-minute timeslots with a 25-minute “touchdown turnaround” match format.
 - 27.3.1. Any alterations to regular season match formats must be communicated at least four (4) weeks prior to the beginning of the season.
- 27.4. The exact format for the VT League will be confirmed once team nominations close.
- 27.5. The commencement and recommencement of play in competition games will be initiated by the Ground Controller.
 - 27.5.1. The Ground Controller will be the sole timekeeper for the competition.
 - 27.5.2. The referee will start and finish the competition game by the sound of a whistle.
 - 27.5.3. The referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.

28. Player Sign On Procedure

- 28.1. TFCV competition games involve a recording of participants for each game.
- 28.2. TFCV will provide a game sheet for each game. Each player must sign the official game sheet before participating in a match.
 - 28.2.1. The game sheet will have the names of the full squads of each team.
 - 28.2.2. Team Managers from each team will, no later than 10 minutes prior to the commencement of each game sight the players in attendance from the opposition team and/or witness their signing of or signature on the game sheet.
 - 28.2.2.1. If available this process can be done online via MySideline.
 - 28.2.3. Team Managers will, if necessary, confirm the identity of each player.



- 28.2.4. Any player not playing that game or not in attendance should have a line placed through their name on the game sheet.
- 28.2.5. Should a player arrive late to a game Team Managers from both teams should validate the participation of the player and update the team sheet at the earliest possible break (half time or full time).
- 28.3. Signing of the game sheet by a Team Manager is acceptance that the information contained on the game sheet is true and correct.
- 28.3.1. Should a team be unsure of or dispute the identity or eligibility of players they should not sign the game sheet and detail their issue on the back of the sheet and through email to the TFV by 5:00pm the following Monday for review.
- 28.4. TFV accepts no responsibility for a game not being counted towards played games if a valid sign on isn't recorded.
- 28.4.1. If a player is not recorded as playing, they will be deemed to have not played in the game, with no avenue for appeal.
- 28.5. As per Condition 15 Players must have registered online to play.
- 28.5.1. 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.
- 28.6. Players that do not appear on the game sheet may not have their names written into the game sheet on the day without the express consent of the TFV Staff or the independent Ground Controller.
- 28.7. Any team playing players that are not registered or playing under an assumed name will have the game deemed a forfeit.
- 28.7.1. If both teams have players that are not registered, the game will be recorded as a double forfeit.

29. Incomplete Teams & Delay, Reschedule Or Abandonment Of A Match

- 29.1. Each team must have a minimum of four (4) players present and be ready to play at the scheduled start time of each match.
- 29.2. If a team is not ready to take the field, as per Condition 28.1, 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:
- One try is to be awarded for everyone (1) minute the team is unable to take the field with the minimum of four (4) players
 - 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.
- 29.2.1. If both teams are not ready to take the field, as per Condition 28.1, no scores will be awarded until such time that both teams are later than five minutes, in which case the game will be recorded as a double forfeit.



- 29.3. Where a Match is unable to commence and is not rescheduled, the Match is considered Cancelled. TFV may make such a decision in consultation with VT League Clubs.
- 29.4. If, due to any extraordinary circumstances, a game cannot be completed to full time, the game may be rescheduled as soon as possible at a time and on a ground arranged by TFV.
- 29.4.1. If the game has commenced and does not reach half time the following will apply to rescheduled matches:
- 29.4.1.1. The game will start from the beginning and must be completed up to the regulation full time.
- 29.4.1.2. The score will commence at 0-0.
- 29.4.2. If half time has occurred and the game cannot continue, the following will apply to rescheduled matches:
- 29.4.2.1. The game will start from the beginning of the second half and must be completed up to the regulation full time.
- 29.4.2.2. If a team refuses to complete the game when it has been resumed, that team shall forfeit the game.
- 29.4.3. If the second half as started and the game cannot continue, the following will apply to rescheduled matches:
- 29.4.3.1. The game will recommence with the team that had possession of the ball from the place on the field and at the touch count when the match was abandoned.
- 29.4.3.2. The score will commence at the score recorded at the time the game was abandoned.
- 29.4.3.3. If a team refuses to complete the game when it has been resumed, that team shall forfeit the game.
- 29.5. If, due to time constraints or any other reason, a game cannot be rescheduled the following will occur:
- 29.5.1. Games that did not continue to half-time will be abandoned and a 0-0 score will result.
- 29.5.1.1. for a Finals Series match, excluding a Grand Final, a 0-0 draw will be the result with the higher ranked Team deemed the winner for the purposes of progression and / or ranking.
- 29.5.2. The result of games that did not continue after half time, will be the score recorded at half time.
- 29.5.3. For games abandoned during the second half, the score recorded at the time of abandonment will be the final result.
- 29.6. Notwithstanding the above, TFV in its sole discretion, after consultation with VT League Clubs, has full discretion, as per Condition 1.4.2 to vary Condition 28 as required.

30. Forfeits

- 30.1. If one team forfeits or is disqualified in a match, the opposing team shall be declared the winner, and the scoreline will be recorded as 5-0.



- 30.2. Where both teams in a match must forfeit or are disqualified in a match, no team shall be declared the winner and the scoreline for both teams will be recorded as 0-5.
- 30.3. If a team forfeits or is disqualified, they will be penalised the Forfeit Penalty as outlined in Appendix B. These Competition Points penalties are mandatory, and details of the team penalties are to be published on the ladder.
- 30.4. Any team that forfeits on two (2) occasions may be removed from the competition by TFCV in its sole discretion, after consultation with VT League Clubs, with no refund given for playing fees.
 - 30.4.1. If a team is removed from the competition because of Condition 29.4 the Club will also be penalised with a loss of four (4) Club Championship points.

31. Blood & Player Safety

- 31.1. Player Safety Conditions are designed to provide maximum safety for all players and participants in VT League.
- 31.2. Matches must not continue if there is:
 - a bleeding player; or
 - blood on the ball; or
 - blood on any clothing.
- 31.3. Should bleeding occur, the player(s) must be substituted from the match and must not return to the field until there is no evidence of blood or bleeding.
- 31.4. Matches must be halted until such time as all blood has been removed from the ball and/or players' uniforms to the satisfaction of the referee.
 - 31.4.1. At discretion of the Ground Controller, players may wear a non-playing uniform if there is blood on their uniform that cannot be removed. This must be noted on the scoresheet.
- 31.5. A player is not permitted to play with:
 - A watch. This includes Smart watches/step counters
 - Necklace.
 - A bracelet, including rubber or plastic bracelets and arm bands.
 - Un-taped powerbands or similar products.
 - Non-prescription glasses.
 - Sunglasses.
 - 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.
 - 31.5.1. All body piercings must either be taped or removed.
 - 31.5.2. Rings must be taped or removed.
 - 31.5.3. Fingernails must be kept short or taped.
 - 31.5.4. Players are permitted to wear gloves.



31.6. The referee may order a player wearing potentially damaging items from the field.

31.6.1. Potentially damaging items include but are not limited to:

- Jewellery.
- Non-prescription glasses or sunglasses.
- Medical casts.
- Hair clips.
- Head gear.
- Pins.

31.6.2. The decision of the referee is final.

31.7. If a referee, TFV staff member and/or Ground Controller believes a participant to be intoxicated before or during a game they have the right to instruct the participant that they are not allowed to participate in VT League that match day. This includes removing a player from the playing field for the remainder of the match day.



Section 4 – Complaints, Incidents, Protests, Discipline, & Tribunals

32. Complaints

- 32.1. A nominated club delegate may lodge a complaint on behalf of his/her club with the ground controller and/or TFV following a competition game.
 - 32.2. Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
 - 32.3. Complaints will be investigated by TFV in accordance with Regulation 8 and Regulation 9 in the TFA Disciplinary Regulations Manual.
 - 32.4. Complaints deemed by TFV to concern a serious breach of the TFV Code of Conduct may be immediately referred to the TFV Disciplinary Tribunal.
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33. Incident Reports

- 33.1. Incident Reports, Referees Report, or Citing Reports must be lodged in writing within 48 hours of the conclusion of the event or game under scrutiny to Tournament Control, which is a TFV Staff Member and/or the Ground Controller.
 - 33.1.1. The TFA Disciplinary Regulations include full details of the requirements from all parties if an Incident Report, Referees Report, or Citing Report is lodged.
 - 33.1.2. All TFA Disciplinary Regulations, including the TFA Incident Report, Disciplinary Regulations Manual and Notice of Appeal Form can be found here: <https://touchfootball.com.au/affiliate-hub/disciplinary-regulations/>
 - 33.2. Upon receipt of an Incident Report, Referees Report or Citing Report, Tournament Control shall determine if a hearing is necessary.
 - 33.3. If a hearing is deemed to be necessary, TFV will then serve notice on all parties required to attend a hearing, which will be conducted as soon as is practical.
 - 33.4. A Judiciary Committee will be appointed by Tournament Control, which will then carry out a hearing in accordance with TFA policy.
 - 33.5. A player who is disciplined under Condition 32.4 will have his/her name and the reason for the disciplinary action recorded on the TFV Competition Disciplinary Register.
 - 33.5.1. Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.
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34. Protests

- 34.1. A team delegate may lodge a protest on behalf of his/her team with the ground controller following a competition game.
 - 34.2. Protests concerning individual refereeing decisions will not be accepted.
 - 34.3. Protests must be lodged within twenty-four (24) hours of the conclusion of the competition game.
 - 34.4. Protests may be lodged in relation to:
 - Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game.
 - Match score as recorded on the scorecard by match officials (unsigned by the team lodging protest).
 - Player eligibility.
 - Player shirts.
 - Any other matter.
 - 34.5. Incomplete protest forms, or a protest deemed frivolous by TFV at its sole discretion, will not be investigated.
 - 34.6. 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.
 - 34.6.1. This review may involve TFV interviewing witnesses and persons of interest to the investigation.
 - 34.7. The game result of a competition game in which a protest has been lodged may be upheld, varied, or declared void.
 - 34.8. A competition game in which a protest has been lodged may be declared a forfeit, a draw or may be rescheduled in accordance with the TFV Disrupted Games Policy.
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35. Club Discipline

- 35.1. Club sanctions may be imposed by TFV on any club in breach of the Conditions of Entry.
- 35.2. Level 1 sanctions will result in a letter of reprimand being sent to the club.
 - 35.2.1. Level 1 sanctions include, but are not limited to:
 - First or second instances of breaching TFV deadlines
 - First instance of on field disciplinary regulations being breached
 - Any minor breach of the COEs, at TFV's discretion.
- 35.3. 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.
 - 35.3.1. Level 2 sanctions include, but are not limited to:
 - Third and Subsequent breaches of deadlines
 - Multiple breaches of on field disciplinary regulations
 - Any moderate breach of the COEs, at TFV's discretion.



35.4. Level 3 sanctions may result in teams and clubs involved in breaches facing removal from the competition for the remainder of the VT season.

35.4.1. Level 3 sanctions include, but are not limited to:

- Continuous disregard for TFV timelines
- Severe, repeated breached of on field disciplinary regulations
- Any major breach of the COEs, at TFV's discretion.

36. Player Discipline

36.1. TFV has adopted the TFA Disciplinary Regulations Manual.

36.1.1. These disciplinary powers are to be read and operate in conjunction with the Touch Football Rules 8th Edition Playing Rules.

36.2. A referee may discipline a player by:

- A warning.
- A direction to the player to substitute (force sub).
- A direction to the player to leave the field for 4 completed sets (Sin Bin).
- A direction to the player to leave the field for the remainder of the competition game (send-off).

36.2.1. Disciplinary Categories and Sanctions are outlined in Appendix D.

36.3. During a match, only the team captain can communicate with a referee.

36.4. After the conclusion of a match, the Team Manager or Coach can approach the referees to sign the score sheet but are not to engage in 'heated' discussion.

36.5. A meeting may be established to discuss any issues arising during the game via a request through Tournament Control after a 30 minute 'cool off' period has passed.

36.5.1. Those permitted to attend the meeting include:

- Coach
- Designated Team Delegate
- TFT Tournament Control (or designated staff member)
- Match Referee(s)
- Referee Panel Member(s)

37. Tribunals

37.1. There are two main types of tribunals:

- Behavioural
- Technical



- 37.2. A tribunal for behaviour reasons would be convened if it is reported that the conduct of a player, coach, club representative, match official or any other participant was to bring the game of touch football into disrepute.
 - 37.2.1. The incident may have occurred before, during or after a VT League round or within the confines of the match venue, or the venue's immediate surrounds or elsewhere if directly related to VT League activity of any sort.
 - 37.2.2. Reportable conduct also includes conduct relating to touch football which occurs by email, telephone or computer and includes cyber bullying.
 - 37.2.3. TFV must act to convene the tribunal if a report is made.
 - 37.3. A tribunal for technical reasons would be convened if it was reported that the outcome of an on-the-spot protest was not accepted by a team in its entirety and noted down in the comments section on the scoresheet after the conclusion of the match and prior to the team's captain signing the scoresheet.
 - 37.3.1. TFV must act to convene the tribunal if a report is made by the Club Delegate or Club President.
 - 37.4. TFA Disciplinary Tribunal Hearing Regulations are outlined in the TFA Disciplinary Regulations Manual.
 - 37.5. Power of the Disciplinary Tribunal is outlined in the TFA Disciplinary Regulations Manual.
 - 37.6. The Rights to Appeal are outlined in the TFA Disciplinary Regulations Manual.
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Section 5 – Match Officials

38. Complaints

- 38.1. Each club participating in the VT League is required to supply three (3) minimum Affiliate level qualified referees to the Referee Roster for the duration of the VT League Season.
 - 38.1.1. 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 approximately four (4) weeks prior to the beginning of the season. The exact date will be specified by TFFV.
 - 38.1.2. 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.
- 38.2. For at least one (1) match per round Clubs must provide to the referee roster at least one (1) minimum Affiliate level qualified referee.
 - 38.2.1. The referee can be a player and is not required to be the same referee each round or one of the referees nominated as per Condition 37.1.
 - 38.2.2. Any club not providing a referee on any given round will be penalised 2 tries per team for that round.
- 38.3. The TFFV Referee Panel will assist with sourcing referees. If assistance is required, the club can contact the referee panel directly.
- 38.4. TFFV via the Referee Panel will be inviting a number of identified senior and developing referees to participate in VT League.
 - 38.4.1. Any referee invited by TFFV's Referee Panel to participate may also be determined to form part of a club's requirement if it can be demonstrated that the club is dedicating resources to ongoing referee development.
 - 38.4.2. Referees currently receiving support from TFFV through either the Reach program or travel support will not be available to clubs to form part of their requirements.
- 38.5. Any referee seeking a Badge upgrade to a State or National level or endorsement to attend an interstate event will be required to make themselves available for VT League.

39. Referee Allocation

- 39.1. The referee coordinator will appoint a referee for each competition game.
- 39.2. For all Premier matches the appointed referee should be a minimum Representative Graded qualified referee.
 - 39.2.1. For all other Divisions matches the appointed referee should be a minimum Affiliate level qualified referee.
 - 39.2.2. The below table is a guide as to the desired minimum accreditation of referees.



Division	Referee Minimum Requirement
Premier	Touch Football Australia Representative Graded accreditation
Division 2 Division 3	Touch Football Australia Affiliate Referee accreditation

- 39.3. For all matches where the referee coordinator appoints an Affiliate level qualified referee there will ideally be a suitably qualified referee coach/assessor will be required to observe the game and provide coaching and performance feedback.
- 39.4. Despite Condition 38.1 and 38.2, TFV does not guarantee a referee, or a minimum qualified referee, will be provided for each competition game.
- 39.4.1. If no referee or duty roster referee is available the game will be self-refereed, which will be decided by the teams involved.

40. Player Referee Allocation

- 40.1. To support any referee shortages, clubs will be required to provide player referees
- 40.2. The number of player referees a club must nominate is calculated as the number of teams the club has entered in the 2026 VT League, plus one (1).
- 40.3. Nominated player referees must hold a minimum Affiliate Level Accreditation; and have commenced the theory component of the Representative Level Accreditation.
- 40.4. Touch Football Victoria will roster nominated player referees to matches as required, and clubs will be notified of these appointments in advance.
- 40.5. Where a rostered player referee does not fulfil their duty and no alternative coverage is arranged by the club, the following penalty will apply at the discretion of Touch Football Victoria:
- 40.5.1. In the first instance where a club fails to supply a referee to a rostered match, four (4) Club Championships points will be deducted from the club's total.
- 40.5.2. In the second and subsequent instance where a club fails to supply a referee to a rostered match, two (2) competition points will be deducted from the club's team that holds the highest ladder position following the completion of that weekend's rounds of competition.
- 40.5.3. Where a club has multiple teams tied on equal ladder position, the deduction will be applied in the following order of priority:
- Division 1 Men
 - Division 1 Women
 - Division 2 Men
 - Division 2 Women
 - Division 3 Men
 - Division 3 Women



41. Referee Coordinator

- 41.1. TFB shall nominate a Referee Coordinator for each VT League Regular Season and Finals Series round who will ensure that all scheduled VT League matches are conducted according to the Touch Football Rules and these COEs.
 - 41.1.1. The Referee Coordinator shall resolve any protests or disputes which require their intervention during the VT League rounds and make decisions in situations not covered by the Touch Football Rules or these COEs.

42. Duty Teams

- 42.1. Club teams may be scheduled to perform the duty for any Regular Season match.
 - 42.1.1. When performing duty, unless provided by TFB, Clubs will be responsible for providing a minimum Affiliate level accredited referee.
- 42.2. All VT League club teams must fulfil their scheduled duty obligations to an acceptable standard as determined by the nominated Referee Coordinator.
- 42.3. Any team failing to reasonably fulfil its duty requirements under Condition 40 shall be penalised the Inadequate Duty Penalty, outlined in Appendix B by TFB after the completion of the round.
- 42.4. A club with a team or teams competing in the Finals Series matches must perform any duties required from time to time. TFB will endeavour to, wherever possible, notify affected clubs in advance.

43. Prior To The Start Of Each Match

- 43.1. The referee shall, prior to the start of each match, inspect the field to determine its suitability for play.
 - 43.1.1. Where the field or match equipment is declared unsuitable, the Referee Coordinator must immediately be informed. The Referee Coordinator shall immediately take all appropriate action under the circumstances to remedy the problem.
- 43.2. The referee shall advise the coach or team captain of any uniform, as outlined in Condition 25, or Player Safety, as outlined in Condition 30, infringements during warm-up to enable teams an opportunity to rectify the infringement.

44. At The Conclusion Of Each Match

- 44.1. Competition game results will be recorded as noted on referee game cards.
- 44.2. Each team captain or delegate must agree with the score at the conclusion of the competition game.



44.2.1. If a team captain disagrees with the score, they must lodge a protest in accordance with Condition 33.

44.2.2. 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.

45. Disciplinary Powers

- 45.1. In addition to Condition 35.2, Condition 43 are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.
- 45.2. An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.
- 45.3. A duty referee has the same disciplinary powers as that of an appointed referee.
- 45.4. During a competition game, a player may be disciplined by the referee if the referee believes:
 - The player has infringed, or attempted to infringe, the Laws of the Game; or
 - The player, an official and/or spectator has breached the Code of Conduct.
- 45.5. If multiple players from one team or club are sanctioned under Condition 43, the offending team/club may, at the sole discretion of TFV, be penalised with a loss of four (4) Club Championship points.

46. Appendix

- 46.1. Please see supporting document - ***VT League – Appendix Resources***