



2024 VICTORIAN TOUCH LEAGUE

CONDITIONS OF ENTRY

15 September – 17 November
2024

Version 1: Updated 30 July 2024

CONTACT INFORMATION

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KEY DATES

Indicative Team Entries Due	Friday 5 July 2024
Team Entries Close	Friday 9 August 2024
Clubs Squad Registration	Friday 16 August 2024

Draft Fixture released	
Top 6 Feedback Due	Friday 23 August 2024
Final Fixture released	Monday 2 August 2024
Top 6 Confirmation	
Individual Player Registrations	Friday 6 September 2024

COMPETITION DATES

	ROUND	HOST CLUB	VENUE
Sunday 15 September	1	TFV	Seabrook Reserve
Sunday 22 September	2	TFV	Seabrook Reserve
Sunday 29 September	BYE		
Sunday 6 October	3 & 4	Ballarat	Russell Square
Sunday 13 October	5	TFV	Seabrook Reserve
Sunday 20 October	6 & 7	Galaxy	Comely Banks Recreation Reserve
Sunday 27 October	8	Galaxy	Comely Banks Recreation Reserve
Sunday 3 November	BYE		
Sunday 10 November	9 & 10	TFV	Seabrook Reserve
Sunday 17 November	FINALS	TFV	Seabrook Reserve



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PREAMBLE

1. APPLICATION

- 1.1. These Conditions of Entry (COEs) are adopted by Touch Football Victoria.
- 1.2. These Conditions of Entry 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 Touch Football Victoria.
- 1.3.1. The Division 3, Junior, Masters & Mixed COEs can be located in Appendix A of these COEs.

2. DEFINITIONS AND INTERPRETATION

2.1. Unless the context requires otherwise, the following shall have the following meanings:

Club:	A club that competes in VT League and is financially responsible for all teams that they enter in the VT League competition.
Club Registered Player:	A player that registered with a club and: <ul style="list-style-type: none"> • intends to compete in the current season of VT League; and • participated in at least three (3) matches in the immediately previous season; or • participated in at least one match in the current season of the VT League.
Club Team/Team:	An eligible team that represents a Club and competes in VT League.
Conditions of Entry or COEs:	The Victorian Touch League Conditions of Entry.
D1M:	Division 1 Men.
D1W:	Division 1 Women.
D2M:	Division 2 Men.
D2W:	Division 2 Women.
D3M:	Division 3 Men.
D3W:	Division 3 Women.
Eligible Player / Coach / Team Staff / Club:	An eligible player / coach / team staff / club that has successfully met the requirements outlined in these COEs.



Finals Series:	The finals series of the VT League competition comprising of qualified teams as determined by the final rankings of all teams entered within their gender division of VT League.
Financial Clearance:	A declaration by a Club that a Player who is or was a member of that Club has no outstanding financial obligations to that Club.
Free agent:	<p>Any player that:</p> <ul style="list-style-type: none">• intends to compete in the current season of VT League; and• has previously competed in any State League around Australia; or• did not participate in the immediately previous season of the VT League; or• is returning to a club where the player competed in a minimum of three (3) consecutive VT League seasons in which the player participated in a minimum of four (4) regular season matches in each season; or• is returning to a club where the player competed in a minimum of two (2) consecutive VT League seasons in which the player participated in a minimum of four (4) regular season matches in each season and in which the club was not entered in Division 1; or• is returning to a club where the player competed in a minimum of two (2) VT League seasons in which the player participated as a Junior Player; or• has only competed as a Junior Player in VT League.
Division:	A gender division where a group of teams entered VT League by Clubs who will compete against each other in the regular season of VT League to achieve qualification into the finals series of VT League.
Gender Division:	A division comprising of teams who solely consist of either male or female players.
Ground Controller:	<p>The VT League Ground Controller is an independent, defined as an individual that is not a current member of or participant in a current VT League Club and is both perceived and able to be impartial, person appointed by TFV each VT League match day. The ground controller will coordinate all match day VT League operations, including acting as the sole timekeeper for the competition.</p> <p>The Ground Controller should have a minimum Level 1 First Aid qualification; however, this is not essential.</p>
Home-Grown Player:	A player who started their Touch Football career in Victoria.
Inter Club Transfer:	A player transfer from one club to another club.
JB:	Junior Boys division.
JG:	Junior Girls division.
Junior Division:	<p>A VT League division that is limited to Junior players.</p> <p>For the purposes of the COEs Junior divisions will be treated as a division that is classified below Division 3. Any disputes relating to a Junior division</p>



will be decided by the VT League Referee Coordinator and/or Touch Football Victoria.

Junior Player:	A junior player is a player that does not turn eighteen (18) years old, or older, during the calendar year the VT League season is operating.
Junior VT League:	The Victorian Touch League competition that is limited to junior players.
Ladder:	A table used to show a Team's ranking compared to the other teams entered in the same division of the VT League competition. A VT League division that is limited to Masters players.
Masters Division:	For the purposes of the COEs Masters divisions will be treated as a division that is classified between Division 2 and Division 3. Any disputes relating to a Masters division will be decided by the VT League Referee Coordinator and/or Touch Football Victoria.
Masters Player:	A Masters player is a player that turns forty (40) years old, or older, during the calendar year the VT League season is operating.
Match:	An officially sanctioned VT League match between teams, either in the regular season or finals series of competition.
Metropolitan Melbourne based Club:	A club who's main training venue (the venue where your highest classified team trains the majority of a season) is located within the Metropolitan Melbourne area geographically as defined by the Victorian government and Local Government Areas.
MM:	Masters Men division.
MW:	Masters Women division.
Official Start Time (OST):	The official start time as determined by the fixture or the new start time of a match due to a delay to the official start time as determined by the referee.
Participants:	Any person directly engaged in VT League in any way. This includes but is not limited to club members, coaches, officials, players, team staff, and TFV staff.
Percentage:	Determined by dividing the total tries scored by a team in their division, by the total tries conceded by the team, in their division.
Promoted:	Where a team in a division is entered to play in the immediately higher division during the following VT League season in accordance with these COEs.
Regional Victorian based Club:	A club who's main training venue (the venue where your highest classified team trains the majority of a season) is located within the Regional Victorian area geographically as defined by the Victorian government and Local Government Areas.
Registered Member of TFV:	A player, coach, official and/or team staff that has completed the correct category of registration with TFV and paid the required payment. TFV shall retain the right to withdraw and/or reinstate a registration status in accordance with its policies.



Regular Season:	The regular season of VT League competition (not being the finals series).
Relegated:	Where a team in a division is entered to play in the immediately lower division during the following VT League season in accordance with these COEs.
Senior Team:	Any team entered in Division 1, Division 2, or Division 3.
TFA:	Touch Football Australia - The national governing body for Touch Football.
TFV:	Touch Football Victoria
Touch Football Functions:	A formal or social event or ceremony hosted by Touch Football Victoria.
Touch Football Rules:	The current Touch Football Australia Playing Rules 8th Edition .
Touch Football Tournaments:	A formal or social competition hosted by Touch Football Victoria where teams are entered into divisions to compete against each other.
Touch Football Tours:	A series of professional sporting events hosted by Touch Football Victoria.
Victorian Touch League:	Victoria's premier Touch Football competition governed under the Touch Football Rules, TFA Code of Conduct, and guided by these COEs.
VRP:	Victorian Referee Panel.
VT League:	Victorian Touch League. The VT League Advisory Committee comprises of one (1) representative from each current VT League Club as well as up to two (2) representatives from the VRP.
VT League Advisory Committee (VTAC):	The operation and oversight of VT League will function under the control of TFV and be supported by the VTAC. The VTAC will collaborate on matters supporting the operation of VT League, perform a pre and post season review of these COES, and advise TFV on any matters as required by these COEs. The VTAC will meet regularly prior to, during and immediately following the VT League season.
VT League Inter-Club Transfer:	The transfer of a Player from one Club to another Club within a VT League season or between consecutive VT League seasons. A VT League Inter-Club Transfer also requires a Financial Clearance.
VT League:	Victorian Touch League.
XO:	Mixed Open division.



2.2. In the interpretation of these COEs unless the context requires otherwise:

- words importing the singular shall be deemed to include the plural and vice versa.
- words importing any gender shall be deemed to include the other gender.
- headings are included for convenience only and shall not affect the interpretation of these COEs.
- "including" and similar words are not words of limitation.
- any words, terms or phrases defined in the remainder of these COEs shall have the meaning as prescribed with the Condition.
- words, terms, or phrases not otherwise defined in these COEs shall be given their ordinary meaning.



SECTION I 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 TFV. TFV shall notify Clubs of the adoption or delayed adoption of any amended Touch Football Rules by displaying the changes on the TFV website and by emailing each Club.

4. COMPOSITION OF VT LEAGUE

- 4.1. VT League shall comprise of the following male and female gender divisions:
 - Division 1
 - Division 2
 - Division 3
 - Junior
 - Masters
- 4.1.1 TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, has the right to remove or establish further divisions, including a Mixed division, from time to time as it sees fit.
- 4.2. Division 1 must comprise of at least six teams. TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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 Division 1 and Division 2 before any other divisions or teams are added.

5. CLUB AND TEAM ELIGIBILITY

- 5.1. TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, has the right to determine whether individual Clubs and/or Club teams are eligible to enter VT League. TFV has unlimited discretion, after consultation with and consideration of the consensus of the VTAC, 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, for at least one (1) match each per round per referee, at least two (2) minimum Level 1 qualified referees and at least one (1) Level 2 qualified referee. The referees can also be players and do not have to be the same three (3) referees each round; and
 - 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 TFV Junior State Cup held in the same calendar year as the current VT League season; or
 - Displaying to the satisfaction of TFV that they are investing in increasing participation of junior players in the sport of Touch Football in Victoria; or
 - Displaying to the satisfaction of TFV that they are investing in maintaining and increasing participation in the sport of Touch Football in Victoria; and
 - Satisfying any further criteria published by TFV 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 Division 1; 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 Division 1; 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 Division 1 is expressly subject to each Club entering exactly one (1) team per gender in Division 1 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 Division 1 for any future VT League season.
- 5.4.2. Clubs can apply for promotion into Division 1 subject to:
- agreeing to adhere to all Division 1 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 Division 1 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 Division 1 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 and consideration of the consensus of the VTAC, has the right to determine whether a Clubs promotion into the Division 1 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 Division 1 if the Club fails to meet the Division 1 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 TFV 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 TFV, may result in suspension from VT League or disqualification from TFV 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 Division 1.
 - 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.
- 6.8. TFV 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, TFV must consult the VTAC, and take into consideration the consensus of the Committee, 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 TFV'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. TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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 TFV 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, TFV 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 TFV 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 TFV 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 TFV determines, after consultation with and consideration of the consensus of the VTAC, 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. TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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 TFV.



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.

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 immediately preceding the relevant finals match.

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 and consideration of the consensus of the VTAC, 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 eighteen (18) 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 the VTAC.
- 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 twenty (20) calendar days prior to the originally fixtured date of the match.
 - The proposed rescheduled date of the match must be no earlier or later than 20 calendar days before or 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 If TFV approves the request, the Club requesting the reschedule must pay to TFV the prescribed reschedule fee, as outlined in Appendix B.
- 12.3.2 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.
- 12.3.2.1 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.
- 12.3.2.2 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.
- 12.3.3 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 CHAMPIONSHIP

- 13.1. The VT League Club Championships will be awarded to the side with the most accrued Championship Points as per Condition 13.
- 13.2. Championship Points for Division 1 placings on the VT League Ladder at the end of the regular season are as follows:
- 1ST: 80 Points
 - 2ND: 64 Points
 - 3RD: 48 Points
 - 4TH: 40 Points
 - 5TH: 20 Points
 - 6TH or below: 8 Points
- 13.2.1. Championship Points for Division 2 placings on the VT League Ladder at the end of the regular season are as follows:
- 1ST: 40 Points
 - 2ND: 32 Points
 - 3RD: 24 Points
 - 4TH: 20 Points
 - 5TH: 10 Points
 - 6TH or below: 4 Points
- 13.2.2. Championship Points for Division 3 placings on the VT League Ladder at the end of the regular season are as follows:
- 1ST: 20 Points
 - 2ND: 16 Points
 - 3RD: 12 Points
 - 4TH: 10 Points
 - 5TH: 5 Points
 - 6TH or below: 2 Points
- 13.2.3. Only the highest positioned team from a club will earn points toward the Club Championship in each Division.
- 13.3. With the objective of rewarding performance during the regular season and in the finals series bonus Championship Points will be awarded on finals day in Division 1 as follows:
- Winning a Semi Final: 8 Points
 - Winning a Grand Final: 8 Points
- 13.3.1. For clarity, the maximum bonus Championship Points a team in Division 1 can receive during the finals series is sixteen (16) points for winning both the Semi and Grand Final.
- 13.3.2. With the objective of rewarding performance during the regular season and in the finals series bonus Championship Points will be awarded on finals day in Division 2 as follows:
- Winning a Semi Final: 4 Points
 - Winning a Grand Final: 4 Points



- 13.3.3. For clarity, the maximum bonus Championship Points a team in Division 2 can receive during the finals series is eight (8) points for winning both the Semi and Grand Final.
- 13.3.4. With the objective of rewarding performance during the regular season and in the finals series bonus Championship Points will be awarded on finals day in Division 3 as follows:
 - Winning a Semi Final: 2 Points
 - Winning a Grand Final: 2 Points
- 13.3.5. For clarity, the maximum bonus Championship Points a team in Division 3 can receive during the finals series is four (4) points for winning both the Semi and Grand Final.
- 13.4. Two (2) Championship Points will be deducted per any suspensions or “Send-Offs” during the current VT League season.
- 13.5. Championship Points are not awarded for Junior, Masters, or Mixed Divisions.

SECTION II 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 TFV or be required to face a behavioural tribunal and may be disqualified from VT League and other TFV 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 TFV.
- 14.3.1 Any disqualified player under this Condition or the TFV rules and regulations may be considered by TFV to be disqualified from any TFV 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 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 Division 1 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 for 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. The VTAC, and if required the D1M and/or D1W 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 VTAC and TFV State Manager only.
 - 16.1.5.1. In the situation of a tied vote the TFV 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 TFV, 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. TFV, in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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) week prior to the beginning of the season. The exact date will be specified by TFV.
 - 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 TFV must be pre-approved by TFV 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 TFV.



- 16.4. Players may only represent one club during a VT League season unless an inter-club transfer has been completed during the first four rounds and the player has participated in three or less games during the current 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 TFV/TFA competition is not permitted to be delisted.

17. PLAYER TRANSFERS

- 17.1. A **Club Registered Player**, as defined by these COEs, wishing to transfer to another Club in the following VT League Season will require a:
- VT League Inter-Club Transfer, which can only be applied for during the VT League transfer period; and
 - Financial Clearance; and
- 17.1.1. A **Free Agent**, as defined by these COEs, wishing to transfer to another Club in the following VT League Season will require a:
- Financial Clearance.
- 17.2. The transfer period shall:
- open on the date the TFV office opens, according to the TFV calendar; and
 - close 12pm AEST on the Friday prior to round one (1) of the current VT League season for VT League-Inter-Club Transfers; or
 - close at the end of the regular season for Financial Clearances.
- 17.2.1. Any player requesting a transfer outside of the transfer period must apply in writing to TFV.
- 17.2.2. The TFV State Manager may in their sole discretion on behalf of TFV, convene a special committee to determine whether to allow a transfer under Condition 17.2.1, having regard to any factors that they (or TFV) consider relevant.
- 17.2.3. The TFV State Manager, before making their decision, must also consult with and consider the consensus of the VTAC.
- 17.3. A player must not compete in VT League for a new Club until their transfer has been finalised.
- 17.3.1. A transfer is completed for a **Club Registered Player** when all the following are complete:
- the 'To Club', which is the club a player is transferring to, 'Requests a Clearance' in writing to TFV and states it is an 'Inter-Club Transfer'.
 - the 'From Club', which is the club the player is transferring from, approves the in writing to TFV.
 - The transfer may only be rejected if the transferring player has an outstanding debt to the 'From Club' from which they are transferring.
 - Once the player is fully financial the transfer must be approved by the 'From Club'.

- TFV approves the transfer clearance in writing and notifies all relevant parties via a 'Clearance finalised' email.
 - the player has completed all requirements in Condition 15 and is therefore a 'Registered Member of VT League' for the current VT League season.
- 17.3.2. A transfer is completed for a **Free Agent** when all the following are complete:
- the 'To Club', which is the club a player is transferring to, 'Requests a Clearance' in writing to TFV and states it is a 'Financial Clearance'.
 - the 'From Club', which is the club the player is transferring from, approves the in writing to TFV.
 - The clearance may only be rejected if the free agent player has an outstanding debt to the 'From Club'.
 - Once the player is fully financial the transfer must be approved by the 'From Club'.
 - TFV approves the financial clearance in writing and notifies all relevant parties via a 'Clearance finalised' email.
 - the player has completed all requirements in Condition 15 and is therefore a 'Registered Member of VT League' for the current VT League season.
- 17.4. Where a player competes in a match for their new Club before their transfer has been finalised under Condition 17, the team shall be deemed incomplete and forfeit the match. The team's Club shall also receive the Abuse of Transfer Penalty in Appendix B.
- 17.5. Any dispute arising from a transfer shall be dealt with by the TFV State Manager at their sole discretion, after consultation with and consideration of the consensus of the VTAC.
- 17.6. A Club must not receive more than three (3) transferred Club Registered Players, as defined by these COEs, per team, per division entered, excluding Junior, Masters, and Mixed divisions, per gender in each VT League season.
- 17.6.1. A Club may receive an unlimited number of transferred Free Agent players, as defined by these COEs, in each VT League season. The players still require a Financial Clearance as per 17.1.1 and 17.3.2.
- 17.7. A Club must not play or list more than three (3) transferred Club Registered Players, as defined by these COEs, on the scoresheet of any VT League match.
- 17.7.1. A Club may play or list on the scoresheet of any given match an unlimited number of transferred Free Agent players, as defined by these COEs. The players still require a Financial Clearance as per 17.1.1 and 17.3.2.
- 17.7.2. Where a team plays or lists more than three (3) transferred Club Registered Players, as defined by these COEs, on the scoresheet of any match, the team shall forfeit the match. The team shall also receive the Abuse of Transfer Penalty in Appendix B.
- 17.8. If in a single transfer period four (4) or more Junior Players, as defined by these COEs, transfer from one club directly to another TFV will investigate to determine the reasoning



and take further action if deemed necessary or if it has been determined there is a breach of these COEs.

- 17.9. Where a player's Club ceases entering a team in the VT League division that the player was competing in the player shall be considered a Free Agent subject to:
- If the transfer is during the VT League season, the player had that season played in the majority of his or her matches in the division that the Club is ceasing to enter a team in at the time of submitting the Financial Clearance to TFV; OR
 - If the transfer is between VT League seasons, the player had in the immediately preceding season played a majority of their matches in the division that the club is ceasing to enter a team in.
- 17.9.1. Where the player has not played a majority of their games in the division from which that player's Club ceases to participate in or the Club the player is transferring to has not entered a team in the division from which that player's Club ceased to participate in, the player shall be considered a Club Registered Player and may transfer to another Club subject to Condition 17.
- 17.10. Subject to 17.9 a VT League Inter-Club Transfer during the VT League season is prohibited.
- 17.11. If a player is considered a Junior Player, as defined by these COEs, the player (or parents/guardians) are primarily responsible for the initiation of discussions around intending to transfer clubs.
- 17.11.1. Clubs and their officials (including those with roles/capacities outside of their Club affiliation) who initiate contact with an underage player with the direct intention of recruitment to change clubs and/or club official/s will face sanctions including, but not limited to:
- Reporting to a Disciplinary Tribunal; and/or
 - Disqualification from participating in VT League or any other Touch Football Victoria activities.
- 17.11.2. This does not preclude State coaches providing development feedback to players; however, it is recommended that a parent/guardian and/or VT Club Coach be present if the feedback is provided at VT League match days.
- 17.12. A person that 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 TFV.
- 18.2.1. TFV shall require an U14 Parental Waiver to be completed in writing and submitted to TFV via email before such a request will be considered.

19. COACH

- 19.1. In all divisions, on the scoresheet, any person listed on the team list as a coach for any team must hold, as a minimum requirement, a Touch Football Australia Level 1 accreditation.
 - 19.1.1. If a coach does not hold, as a minimum, a Level 1 Touch Football Australia Coaching Accreditation, the coach's Club must provide evidence that their coach is attending the next available coaching course. Such evidence includes but is not limited to the registration of an individual into the next scheduled course.
- 19.2. If any team lists, on the scoresheet, a coach that is not qualified that team will receive an Unaccredited Coach Penalty as set out in Appendix B.
- 19.3. 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.
- 19.4. If a team does not list a coach on the scoresheet the captain may edit the team lists and provide line-ups prior to each match.
 - 19.4.1. In this instance the captain would not be considered a coach for all other purposes pre, during and post-match.

20. PLAYER PARTICIPATION

- 20.1. 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. This is as per Condition 16.1.



- 20.2. A player on the Club Squad List that is not listed as in the 'Top 6' is eligible to play in any division, however once a player plays six (6) rounds of the regular season in Division 1 they will be ineligible for any lower divisions for the remainder of the current VT League season unless Condition 23.6 applies.
- 20.3. Any team that registers a player or players on the scoresheet of a match who is ineligible for that Division shall forfeit the match. The team shall also receive the Ineligible Player Forfeit Penalty outlined in Appendix B.

21. PLAYER MOVEMENT BETWEEN DIVISIONS

- 21.1. VT League Clubs may move players between divisions at any time subject to Conditions 20 and 21.
- 21.2. No player may be relegated by more than one division between VT League rounds
- 21.2.1. A Club is only permitted to demote a player or players beyond the limits of Condition 21.2 where TFV provides its permission in writing. The Club must apply in writing to TFV for approval no less than 72 hours prior to the scheduled start time of the match in question. TFV has sole discretion, after consultation with and consideration of the consensus of the VTAC, to either grant or deny permission.
- 21.3. There is no limitation as to how many divisions a player is promoted between nor is the player required to be promoted one (1) division at a time.
- 21.4. Should a Club have multiple teams entered in the same division:
- Six (6) players per team may not play for another Club team within the same division.
 - Once a player has played for a team in four (4) match days during the VT League regular season, that player may not play for another Club team within the same division.
 - A player may be demoted or promoted between divisions subject to Condition 21, however when the player is relegated or promoted back into the division where the Club has multiple teams entered that player must represent the Club team that the four (4) or more matches were participated in.
- 21.5. For the purposes of player movement, a bye is not considered a round.
- 21.6. Any Club in breach of Condition 21 shall be subject to the Forfeit Penalty as set out in Appendix B.
- 21.7. Players that have been promoted or demoted are still subject to all transfer restrictions as per Condition 17.

22. SIGNIFICANT EVENT(S)

- 22.1. 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 (NYC); and
 - National Touch League (NTL); and
 - NRL Touch Football Premiership; and
 - National team commitments.
- 22.2. 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.
- 22.2.1. 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.
- 22.3. 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.
- 22.4. 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.

23. FINALS SERIES ELIGIBILITY

- 23.1. To be eligible for finals in a division, players must have participated in at least five (5) rounds in any division during the regular season.
- 23.1.1. A round played with a “touchdown turnaround” format shall only count as fifty percent (50%) of a round for the purposes of Condition 23.1.
- 23.1.1.1. If at the end of the regular season a player is considered to have played ‘half a round this number is rounded up to the nearest whole number.
- 23.1.2. Where a player’s participation and eligibility in a match is due to a significant event, that match shall not be counted towards the number of regular season rounds the player participated in.
- 23.1.3. Where a player’s non-participation in a match they are eligible for is due to a significant event, that match shall count towards the number of regular season rounds the player participated in.
- 23.1.4. Finals series matches shall not be counted towards the number of rounds the player participated in for the purposes of Condition 23.

- 23.2. A player can only participate in one team during the finals series.
- 23.3. If a player is eligible for the finals series and has participated in only one division throughout the season:
- 23.3.1. That player's division will be classified as the lowest division the player is eligible to participate in during the finals series.
- 23.4. If a player is eligible for the finals series and has participated in multiple divisions throughout the regular season:
- 23.4.1. The lowest division the player played matches within the regular season will be classified as the lowest division that the player is eligible to participate in during the finals series unless Condition 20.2 applies.
- 23.5. A player is eligible to participate in any division higher than their classified lowest eligible division for the finals series.
- 23.5.1. A player is only eligible to participate in a division lower than their classified lowest eligible division for the finals series if the Conditions of Full Squad Exemption are met as outlined below.
- 23.6. A Full Squad Exemption may occur should a team have more than fourteen (14) players eligible in a finals match and ineligible for the immediately lower division. In this scenario excess finals eligible players, players who do not make the playing fourteen, may play in the immediately lower division during the finals series providing the following requirements are met:
- The player must not be 'Top 6'; and
 - The player must be finals eligible for the higher division; and
 - The relevant team in the immediately higher division must be involved in the finals series on the same match day and have a full squad of fourteen (14) active players who are all finals eligible only in a higher Division.
- 23.6.1. Where clubs are intending to utilise the Full Squad Exemption, as outlined in Condition 23.5, they must advise TFV in writing by no later than 12pm the Wednesday before the finals series.
- 23.6.2. TFV, in its sole discretion, after consultation with and consideration of the consensus of the VTAC, will then determine -if the 'Full Squad Exemption' is approved. If approved the player can then be added to the scoresheet.
- 23.7. Dispensation requests for players otherwise ineligible to participate in finals, as per the finals series eligibility established in Condition 23, must be submitted in writing to TFV by no later than 12pm the Monday before the finals series.
- 23.7.1. All dispensation requests must be accompanied by relevant documentation such as medical certificates to the satisfaction of TFV.



- 23.7.2. TFV, in its sole discretion, after consultation with and consideration of the consensus of the VTAC, will then determine if the dispensation request is approved and the finals series eligibility of the player.
- 23.8. Any team that plays an ineligible player, as outlined in Condition 23, in a finals series match shall immediately forfeit the match.

24. TEAM LISTS

- 24.1. The structure of each team must comply with Rule 5 of the TFA Rules as outlined below.
- 24.1.1. A Team consists of a maximum of 14 players, no more than six (6) of whom are allowed on the field at any time.
- 24.1.2. A Team must have a minimum of four (4) players on the field for a match to commence or continue, except during a Drop-Off.
- 24.1.3. Where the number of players on the field from one Team falls below four (4), the match is to be abandoned and the non-offending Team is to be declared the Winner.
- 24.1.3.1. This does not apply for players sent to the Sin Bin Area.
- 24.1.4. In mixed gender competitions or divisions, the maximum number of males allowed on the Field of Play is three (3), the minimum male requirement is one (1) and the minimum female requirement is one (1).
- 24.2. Each Club must provide complete team lists to TFV, 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
- 24.2.1. Team lists must be updated by the Club as required during the season
- 24.3. 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.
- 24.3.1. Registration of players to each team list on a given round will be limited to what the MySideline system allows (currently twenty (20) players).
- 24.3.2. These team lists can be changed weekly if players are drawn from the approved Club Squad Lists and all eligibility criteria are met.
- 24.4. On match days, changes to the team lists can be made by the teams as required.
- 24.4.1. 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.
- 24.4.2. 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.
- 24.5. 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.

25. UNIFORMS

- 25.1. TFV has the authority to approve and permit all team uniforms for use in the VT League competition. TFV approval is required where a Club intends to change its Team/s uniform between or during VT League seasons.
- 25.1.1. An example of approved team uniform designs is provided in Appendix E.
- 25.2. All Club uniforms must be registered with TFV. Clubs may have more than one type of uniform colour combination. The uniform includes player's jerseys, shorts, socks, and advertising material.
- 25.2.1. Any club entering more than one team into a Division must ensure that each team is clearly differentiated in their uniform.
- 25.3. Items classified as advertising materials include, but are not limited to:
- VT League Club Logo; and
 - Sponsor's logos.
- 25.3.1. Any uniform items which feature TFA of TFV Intellectual Property or Logos must be from TFA Licensed Suppliers
- 25.4. 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.
- 25.5. TFV may, at its sole discretion, after consultation with, where demonstrable commercial benefit to the VT League and or VT League clubs is presented, and consideration of the consensus of the VTAC, may direct all teams to wear certain forms of advertising material on their uniforms, 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.
- 25.5.1. A player must not enter the field if they fail to wear specified sponsor identification as directed by TFV.
- 25.6. During a match, all players must wear their Club's uniform which is registered with TFV.
- 25.6.1. A player must always wear an approved playing jersey during a competition game.
- 25.6.1.1. Playing jerseys must be those of the official club uniform, however playing jerseys bearing incidental differences are permitted, providing style and colour of the strip is otherwise the same, and all other requirements of Condition 25 are met.
- 25.6.2. A player must always wear approved playing shorts during a competition game.
- 25.6.2.1. Playing shorts must be those of the official club uniform, however playing shorts bearing incidental differences are permitted, providing colour of the strip is otherwise the same, and all other requirements of Condition 25 are met.

- 25.6.3. A player must always wear approved playing socks during a competition game.
- 25.6.3.1. Playing socks must be those of the official club uniform, however playing socks bearing incidental differences are permitted, providing colour of the strip is otherwise the same, and all other requirements of Condition 25 are met.
- 25.7. The number displayed on a player's playing shirt will be their team player number.
- 25.7.1. A player's 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.
- 25.7.2. All players are to wear a unique identifying number not less than 16cm in height, clearly displayed on the rear of the playing top.
- 25.7.3. Identifying numbers must feature no more than two (2) digits.
- 25.7.4. 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.
- 25.8. A player must always wear approved sports shoes whilst on the field during a competition game.
- 25.8.1. Light leather or synthetic boots with soft moulded soles are permitted
- 25.8.2. Football boots with screw-in studs are not permitted.
- 25.8.3. Any sharp edges of an approved sports shoe are required to be filed.
- 25.8.4. Despite Condition 25.7, 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.
- 25.9. 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.
- 25.10. Referees and players may wear spectacles or sunglasses provided they are safe and securely attached.
- 25.11. 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.
- 25.12. 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.
- 25.13. 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.
- 25.13.1. 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.



- 25.14. Before teams take the field, all players participating in the match must be in full playing uniform.
- 25.15. TFV, in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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.
- 25.15.1. Under no circumstances will Condition 25 be waived during the final series.
- 25.15.2. 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.

SECTION III VT LEAGUE MATCHES

26. MATCH FORMAT

- 26.1. 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.
 - 26.1.1. There is no time off for injury during a match.
 - 26.1.2. All finals series matches will be played as per Condition 26.1 with the exception that timeslots may also be 55 or 60 minutes.
- 26.2. Condition 26.1 is subject to TFV Disrupted Games Policy and Extreme Weather Policy.
- 26.3. TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, 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.
 - 26.3.1. Any alterations to regular season match formats must be communicated at least four (4) weeks prior to the beginning of the season.
- 26.4. The exact format for the VT League will be confirmed once team nominations close.
- 26.5. The commencement and recommencement of play in competition games will be initiated by the Ground Controller.
 - 26.5.1. The Ground Controller will be the sole timekeeper for the competition.
 - 26.5.2. The referee will start and finish the competition game by the sound of a whistle.
 - 26.5.3. The referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.

27. PLAYER SIGN ON PROCEDURE

- 27.1. TFV competition games involve a recording of participants for each game.
- 27.2. TFV will provide a game sheet for each game. Each player must sign the official game sheet before participating in a match.
 - 27.2.1. The game sheet will have the names of the full squads of each team.
 - 27.2.2. 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 witness their signing of or signature on the game sheet.
 - 27.2.2.1. If available this process can be done online via MySideline.
 - 27.2.3. Team Managers will, if necessary, confirm the identity of each player.
 - 27.2.4. Any player not playing that game or not in attendance should have a line placed through their name on the game sheet.



- 27.2.5. 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).
- 27.3. Signing of the game sheet by a Team Manager is acceptance that the information contained on the game sheet is true and correct.
- 27.3.1. 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.
- 27.4. TFV accepts no responsibility for a game not being counted towards played games if a valid sign on isn't recorded.
- 27.4.1. If a player is not recorded as playing, they will be deemed to have not played in the game, with no avenue for appeal.
- 27.5. As per Condition 15 Players must have registered online to play.
- 27.5.1. 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.
- 27.6. 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.
- 27.7. Any team playing players that are not registered or playing under an assumed name will have the game deemed a forfeit.
- 27.7.1. If both teams have players that are not registered, the game will be recorded as a double forfeit.

28. INCOMPLETE TEAMS & DELAY OF START OF MATCH

- 28.1. Each team must have a minimum of four (4) players present and be ready to play at the scheduled start time of each match.



- 28.2. 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.
- 28.2.1. 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. FORFEITS

- 29.1. 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.
- 29.2. 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.
- 29.3. If a team must forfeit 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.
- 29.4. Any team that forfeits without notice on two (2) occasions may be removed from the competition by TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, with no refund given for playing fees.
- 29.4.1. 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.

30. BLOOD & PLAYER SAFETY

- 30.1. Player Safety Conditions are designed to provide maximum safety for all players and participants in VT League.
- 30.2. Matches must not continue if there is:
- a bleeding player; or
 - blood on the ball; or
 - blood on any clothing.
- 30.3. 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.



- 30.4. 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.
- 30.4.1. 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.
- 30.5. 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.
- 30.5.1. All body piercings must either be taped or removed.
- 30.5.2. Rings must be taped or removed.
- 30.5.3. Fingernails must be kept short or taped.
- 30.5.4. Players are permitted to wear gloves.
- 30.6. The referee may order a player wearing potentially damaging items from the field.
- 30.6.1. Potentially damaging items include but are not limited to:
- Jewellery.
 - Non-prescription glasses or sunglasses.
 - Medical casts.
 - Strapping.
 - Approved sports eyewear.
 - Hair clips.
 - Head gear.
 - Pins.
- 30.6.2. The decision of the referee is final.
- 30.7. 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 IV COMPLAINTS, INCIDENTS, PROTESTS, DISCIPLINE, & TRIBUNALS

31. COMPLAINTS

- 31.1. 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.
- 31.2. Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
- 31.3. Complaints will be investigated by TFV in accordance with Regulation 8 and Regulation 9 in the [TFA Disciplinary Regulations Manual](#).
- 31.4. In spite of Condition 31.3, complaints deemed by TFV to concern a serious breach of the TFV Code of Conduct may be immediately referred to the TFV Disciplinary Tribunal.

32. INCIDENT REPORTS

- 32.1. [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.
 - 32.1.1. Once a report is lodged, copies of the report must be provided to the person, team and/or club that is alleged to have breached the rules within two (2) business days of the relevant match or activity at which the incident occurred.
- 32.2. Upon receipt of an Incident Report, Referees Report or Citing Report, Tournament Control shall determine if a hearing is necessary.
- 32.3. 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.
- 32.4. A Judiciary Committee will be appointed by Tournament Control, which will then carry out a hearing in accordance with TFA policy.
- 32.5. 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.
 - 32.5.1. Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.

33. PROTESTS



- 33.1. A team delegate may lodge a protest on behalf of his/her team with the ground controller following a competition game.
- 33.2. Protests concerning individual refereeing decisions will not be accepted.
- 33.3. Protests must be lodged within twenty-four (24) hours of the conclusion of the competition game.
- 33.4. 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.
- 33.5. Incomplete protest forms, or a protest deemed frivolous by TFV at its sole discretion, will not be investigated.
- 33.6. 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.
- 33.6.1. This review may involve TFV interviewing witnesses and persons of interest to the investigation.
- 33.7. The game result of a competition game in which a protest has been lodged may be upheld, varied, or declared void.
- 33.8. 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.

34. CLUB DISCIPLINE

- 34.1. Club sanctions may be imposed by TFV on any club in breach of the Conditions of Entry.
- 34.2. Level 1 sanctions will result in a letter of reprimand being sent to the club.
- 34.2.1. Level 1 sanctions include, but are not limited to:
- First instances of breaching TFV deadlines
 - Second instance of breaching TFV deadlines
 - First instance of on field disciplinary regulations being breached
 - Any minor breach of the COEs, at TFV's discretion.
- 34.3. 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.
- 34.3.1. 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.
- 34.4. Level 3 sanctions may result in teams and clubs involved in breaches facing removal from the competition for the remainder of the VT season.
- 34.4.1. 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.

35. PLAYER DISCIPLINE

- 35.1. TFV has adopted the [TFA Disciplinary Regulations Manual](#).
- 35.1.1. These disciplinary powers are to be read and operate in conjunction with the Touch Football Rules 8th Edition Playing Rules.
- 35.2. 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).
- 35.2.1. Disciplinary Categories and Sanctions are outlined in Appendix D.
- 35.3. During a match, only the team captain can communicate with a referee.
- 35.4. 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.



- 35.5. 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.
- 35.5.1. 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)

36. TRIBUNALS

- 36.1. There are two main types of tribunals:
- Behavioural
 - Technical
- 36.2. 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.
- 36.2.1. 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.
- 36.2.2. Reportable conduct also includes conduct relating to touch football which occurs by email, telephone or computer and includes cyber bullying.
- 36.2.3. TFV must act to convene the tribunal if a report is made.
- 36.3. 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.
- 36.3.1. TFV must act to convene the tribunal if a report is made by the Club Delegate or Club President.
- 36.4. TFA Disciplinary Tribunal Hearing Regulations are outlined in the TFA Disciplinary Regulations Manual.
- 36.5. Power of the Disciplinary Tribunal is outlined in the TFA Disciplinary Regulations Manual.
- 36.6. The Rights to Appeal are outlined in the TFA Disciplinary Regulations Manual.

SECTION V MATCH OFFICIALS

37. CLUB SUPPLIED REFEREES



- 37.1. Each club participating in the VT League is required to supply three (3) non-playing or five (5) playing referees for the duration of the VT League Season.
 - 37.1.1. 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 TFV.
 - 37.1.2. 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.
- 37.2. The TFV Referee Panel will assist with sourcing referees. If assistance is required, the club can contact the referee panel directly.
- 37.3. TFV via the Referee Panel will be inviting a number of identified senior and developing referees to participate in VT League.
 - 37.3.1. Any referee invited by TFV'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.
 - 37.3.2. Referees currently receiving support from TFV through either the Reach program or travel support will not be available to clubs to form part of their requirements.
- 37.4. 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.
- 37.5. As per Condition 5.2, Clubs must provide to the referee roster, for at least one (1) match each per round per referee, at least two (2) minimum Level 1 qualified referees and at least one (1) Level 2 qualified referee. The referees can also be players and do not have to be the same three (3) referees each round.
- 37.6. Any club not providing the required number of referees on any given round will be penalised 2 tries per team per referee for that round.

38. REFEREE ALLOCATION

- 38.1. The referee coordinator will appoint a referee for each competition game.
- 38.2. For all Division 1 matches the appointed referee must be a minimum Level 2 qualified referee.
- 38.2.1. For all other Divisions matches the appointed referee must be a minimum Level 1 qualified referee.
- 38.2.2. The below table is a guide as to the minimum accreditation of referees.

DIVISION	REFEREE MINIMUM REQUIREMENT
Division 1	Touch Football Australia Level 2 accreditation
Division 2 Division 3 Juniors Masters Mixed	Touch Football Australia Level 1 accreditation

- 38.3. For all matches where the referee coordinator appoints a Level 1 qualified referee a suitably qualified referee coach/assessor will be required to observe the game and provide coaching and performance feedback.
- 38.4. Despite Condition 38.1, TFV does not guarantee a referee will be provided for each competition game.
- 38.4.1. If no referee or duty roster referee is available the game will be self-refereed, which will be decided by the teams involved.

39. REFEREE COORDINATOR

- 39.1. TFV 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.
- 39.2. 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.

40. DUTY TEAMS



- 40.1. Club teams may be scheduled to perform the duty for any Regular Season match.
- 40.1.1. When performing duty, unless provided by TFV, Clubs will be responsible for providing a minimum Level 1 accredited referee.
- 40.2. All VT League club teams must fulfil their scheduled duty obligations to an acceptable standard as determined by the nominated Referee Coordinator.
- 40.3. Any team failing to reasonably fulfil its duty requirements under Condition 40 shall be penalised the Inadequate Duty Penalty, outlined in Appendix B by TFV after the completion of the round.
- 40.4. A club with a team or teams competing in the Finals Series matches must perform any duties required from time to time. TFV will endeavour to, wherever possible, notify affected clubs in advance.

41. PRIOR TO THE START OF EACH MATCH

- 41.1. The referee shall, prior to the start of each match, inspect the field to determine its suitability for play.
- 41.1.1. 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.
- 41.2. 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.

42. AT THE CONCLUSION OF EACH MATCH

- 42.1. Competition game results will be recorded as noted on referee game cards.
- 42.2. Each team captain or delegate must agree with the score at the conclusion of the competition game.
- 42.2.1. If a team captain disagrees with the score, they must lodge a protest in accordance with Condition 33.
- 42.2.2. 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.

43. DISCIPLINARY POWERS

- 43.1. In addition to Condition 35.2, Condition 43 are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.



- 43.2. An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.
- 43.3. A duty referee has the same disciplinary powers as that of an appointed referee.
- 43.4. 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.
- 43.5. A referee may discipline a player via the Disciplinary Categories as outlined in Appendix D.
- 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).
- 43.6. 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.

APPENDIX A

VT LEAGUE DIVISION 3, JUNIOR, MASTERS & MIXED DIVISIONS COES

44. DISCIPLINARY POWERS

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

A. COMPETITION STRUCTURE

- A.1 Division 3 shall comprise of a male and female divisions.
- A.2 Junior Divisions shall comprise of a male and female divisions limited to junior players only.
- A.3 Masters Divisions shall comprise of male, female and/or Mixed Divisions limited to masters players only.
- A.4 Mixed divisions shall be played in accordance with the Touch Football Rules for Mixed divisions, meaning the maximum number of males allowed on the Field of Play is three (3), the minimum male requirement is one (1) and the minimum female requirement is one (1).

B. MATCH STRUCTURE

- B.1 Division 3, Junior, and Masters divisions may be played outside of traditional VT League regular season match day (Sunday) and timeslots.
- B.1.1 This includes playing these divisions before or after traditional timeslots and/or alternating the traditional timeslots.
- B.2 At the discretion of TFV, after consultation with and consideration of the consensus of the VTAC, Division 3, Junior, and Masters divisions can also be played with reduced timings, meaning a 40-minute timeslot with 2 x 16-minute halves and a 3-minute half time interval.

C. FINALS

- C.1 TFV shall determine the fixture date and time for all finals series matches.
- C.2 All finals matches will 40-minutes in duration, consisting of two (2) x 20-minute halves, with a Half Time break of five (5) minutes.



- C.3 To be eligible for finals in Division 3, Junior, Masters or Mixed Division, players must have participated, in the relevant division, in at least forty percent (40%) of the total rounds of the relevant division during the regular season.



APPENDIX B SCHEDULE OF FEES AND PENALTIES

FEES / FINES

CONDITION	DESCRIPTION	COST
6.3	Team Withdrawal	\$100.00
12.3.1	Change of Time/Venue/Date	\$50.00
15.2.2	Player Registration Fee	\$50.00 per person
16.1	Late Club Squad List submission	\$50.00 per team
34.3	Level 2 Sanction	\$50.00 per breach

PENALTIES

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

APPENDIX C

GUIDELINES FOR THE VT LEAGUE FIXTURE

A. FIXTURE STRUCTURE

- A.1 The VT League Fixture shall be created with a mixture of single and double headers for the regular season.
 - A.1.1 The first round (Round 1) of the VT League regular season should be a single header.
 - A.1.2 The final two (2) rounds of the VT League regular season should be a double header.
- A.2 During the VT League regular season, for Division 1 only, teams must play each other a minimum of twice and an equal number of times.
 - A.1.2 Division 1 teams must play a minimum of ten (10) matches during the VT League regular season. Where practically possible, this should also apply to Division 2 teams.
 - A.1.3 If Division 1 teams play each other thrice during regular season, Lightning Rounds can be considered for one rotation of the match schedule.
 - A.1.4 A Lightning Round includes matches being 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.

B. SEEDINGS

- B.1 Seeding for the VT League Fixture shall be decided based on the Club Championship of the immediate previous season of the VT League.
 - B.1.1 A Club which does not compete in the current VT League season will be removed from the seeding and all other teams will move up in seed order.
 - B.1.2 Teams which did not compete in the immediate previous season of the VT League shall be ranked after teams which did compete in the immediate previous season.
 - B.1.3 The order of seeding for teams that did not compete in the immediate previous season shall be Alphabetical order.
- B.2 The seeding process outlined in Condition B.1 must be applied to Division 1 at the beginning of each VT League season.
 - B.2.1 The seeding process outlined in Condition B.1, as much as practical, should be applied to as many divisions as possible to match the fixture across as many divisions as possible in any regular season round (e.g. D1M, D1W, D2M, D2W and D3W all have Club A vs. Club C in Round 4).

C. MATCH SCHEDULE

- C.1 The VT League Fixture shall be created by utilising the match schedules as outlined in Appendix G.
- C.1.1 Once all teams have played each other once, if teams are to play each other twice in the regular season, the match schedules shall be 'reversed'. As an example, in a match schedule with six (6) teams, in Round 1 Team 1 verses Team 6 and then in Round 7, once every team has played each other once, Team 6 verses Team 1.
- C.1.2 If teams are to play each other thrice in the regular season the first and third rotation of the match schedule shall repeat with the second rotation 'reversed' as per Condition C.1.1.
- C.1.3 Should a Club have multiple teams entered in the same division the match schedules as outlined in Appendix G should, if required, be altered to ensure teams from the same Club play each other as early as possible in the regular season.
- C.2 The timing of matches for each regular season round shall follow the following format:
- Division 1 will be played in the last timeslots of each match day's timeslots as much as practically possible.
 - Traditional VT League regular seasons timeslots are:
 - 9:00am
 - 9:50am
 - 10:40am
 - 11:30am
 - 12:20pm
 - 1:10pm
 - 2:00pm
 - 2:50pm
 - D1M and D1W will alternate the final timeslot each match day.
 - Divisions from the same gender will not play in back-to-back timeslots wherever practically possible.
 - The last timeslot of the first match day of each VT League regular season (Round 1) will match the last timeslot of the immediate previous VT League Finals series. For example, assuming D1M was the final timeslot in the 'Year 0' finals series and D1W the final timeslot of the 'Year 1' finals series, the weekly match schedule could be:

Year 1					
Time	Match Day 1	Match day 2	Match day 3	Match day 4	Match day 5
9:00am	D2W	D2M	D2W	D2M	D2W
9:50am	D2M	D2W	D2M	D2W	D2M
10:40am	D1W	D1M	D1W	D1M	D1W
11:30am	D1M	D1W	D1M	D1W	D1M
Year 2					
	Match day 1	Match day 2	Match day 3	Match day 4	Match day 5
9:00am	D2M	D2W	D2M	D2W	D2M
9:50am	D2W	D2M	D2W	D2M	D2W
10:40am	D1M	D1W	D1M	D1W	D1M
11:30am	D1W	D1M	D1W	D1M	D1W

- Division 3, Junior, and Masters divisions can be played outside of traditional VT League regular season match day (Sunday) and timeslots (listed above), however scheduling of these divisions must, where possible, avoid conflicting and impacting existing affiliate competition days/evenings.
 - This includes playing these divisions before or after traditional timeslots and/or alternating the traditional timeslots. For example, a single header could be:

Time	Option 1	Option 2
	D3 played only before D1 & D2	D3 played before & after D1 & D2
8:20am	D3W	D3W
9:10am	D3M	D2M
10:00am	D2W	D2W
10:50am	D2M	D1M
11:40am	D1W	D1W
12:30pm	D1M	D3M

- At the discretion of TFV, after consultation with and consideration of the consensus of the VTAC, Division 3, Junior, and Masters divisions can also be played with Lightning Round timings, meaning a 40-minute timeslot for these divisions. For example, a single header could be:

Time	Option 1 D3 played only before D1 & D2 with 40-min. timeslot	Time	Option 2 D3 played before & after D1 & D2 with 40-min. timeslot
8:40am	D3W	8:50am	D3W
9:20am	D3M	9:30am	D2M
10:00am	D2W	10:20am	D2W
10:50am	D2M	11:10am	D1M
11:40am	D1W	12:00pm	D1W
12:30pm	D1M	12:50pm	D3M

- Double Headers, played during the regular season, can follow any format that ensures each team has a minimum one timeslot break between matches. Examples of the two recommended options are:

Time	Option 1 Teams are given one timeslot break for shorter commitment hours	Option 2 Rounds are played in full one after the other	Option 3 As per Option 1 but alternating D1 & D2 to allow referee allocations to prioritise D1 matches.
9:00am	D2M	D2M	D1W
9:50am	D2W	D2W	D2M
10:40am	D2M	D1M	D1W
11:30am	D2W	D1W	D2M
12:20pm	D1M	D2M	D2W
1:10pm	D1W	D2W	D1M
2:00pm	D1M	D1M	D2W
2:50pm	D1W	D1W	D1M

D. FINALS SERIES

- D.1 The VT League Finals Series will be played on a single day.
- D.2 The VT League Finals Series Fixture shall be created in the sole discretion of TFV, after consultation with and consideration of the consensus of the VTAC. Where practically possible the finals series fixture should be released at the time the regular season fixture is released.



D.3 The VT League Finals Series Fixture shall be created utilising the following four (4) team format:

- Semi Final 1 (SF1)
 - 1st vs. 4th
- Semi Final 2 (SF2)
 - 2nd vs. 3rd
- Grand Final
 - Winner SF1 vs. Winner SF2

D.3.1 In divisions where teams played less than ten (10) matches during the regular season TFV in its sole discretion, after consultation with and consideration of the consensus of the VTAC, can utilise the following formats, or variations of, for 5, 6, or 7-team divisions:

- **5-Team Division**
 - Elimination Final 1 (EF1)
 - 4th vs. 5th
 - Semi Final 1 (SF1)
 - 1st vs. Winner EF1
 - Semi Final 2 (SF2)
 - 2nd vs. 3rd
 - Grand Final
 - Winner SF1 vs. Winner SF2
- **6-Team Division**
 - 5th/6th Playoff
 - 5th vs. 6th
 - Semi Final 1 (SF1)
 - 1st vs. 4th
 - Semi Final 2 (SF2)
 - 2nd vs. 3rd
 - Grand Final
 - Winner SF1 vs. Winner SF2
- **7-Team Division**
 - Elimination Final 1 (EF1)
 - 6th vs. 7th
 - 5th/6th Playoff
 - 5th vs. Winner EF1
 - Semi Final 1 (SF1)
 - 1st vs. 4th
 - Semi Final 2 (SF2)
 - 2nd vs. 3rd
 - Grand Final
 - Winner SF1 vs. Winner SF2

D.4 Timeslots during the VT League Finals Series can be extended to allow for possible drop offs, with the recommended timeslot lengths being:

- **Elimination Final, Semi Final, and Playoff:** 55-minutes



- **Grand Final: One hour**

D.5 The VT League Finals Series order of matches shall ensure all divisions have concluded all Elimination Finals, Semi Finals, and Playoffs before the first Grand Finals are scheduled.

D.5.1 Division 1 Grand Finals will be standalone with no other matches being played during this timeslot. Where practically possible, this should also apply to Division 2 Grand Finals.

D.5.2 The final timeslot of the VT League Finals Series will alternate between D1M and D1W in each VT League season.

D.5.2.1 For clarity, if in the immediate previous VT League season if the final timeslot of the VT League Finals Series was D1M then for the current VT League Finals Series the final timeslot would be D1W.

D.5.3 Examples of VT League Final Series match schedules are as follows:

Time	Year 1	Year 2	Year 3	Year 4	Year 5
9:00am	D2M SF	D2W SF	D2M SF	D2W SF	D2M SF
9:55am	D2W SF	D2M SF	D2W SF	D2M SF	D2W SF
10:50am	D1M SF	D1W SF	D1M SF	D1W SF	D1M SF
11:45am	D1W SF	D1M SF	D1W SF	D1M SF	D1W SF
12:40pm	D2M GF	D2W GF	D2M GF	D2W GF	D2M GF
1:35pm	D2W GF	D2M GF	D2W GF	D2M GF	D2W GF
2:30pm	D1M GF	D1W GF	D1M GF	D1W GF	D1M GF
3:30pm	D1W GF	D1M GF	D1W GF	D1M GF	D1W GF

APPENDIX D DISCIPLINARY CATEGORIES AND SANCTIONS

A. WARNING

- A.1 At the discretion of the referee, a player may be given a warning for infringing the Laws of the Game, or for behaviour attempting or intending to infringe the Laws of the Game.
- A.2 If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team.
- A.3 There is no limit to the number of times a player can receive a warning during a competition game.
- A.4 Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.

B. FORCE SUB

- B.1 At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.
- B.2 If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area.
- B.3 A team may replace the player substituted with another player.
- B.4 If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team.
- B.5 A player does not have to be given a warning before being issued with a direction to substitute.
- B.6 A player directed to substitute may return to the competition game after substituting with another player. There is no minimum time that the player must be off the field.
- B.7 The non-offending team may continue the play whilst the force substitution is occurring. The non-offending team does not need to wait for the player to be substituted.
- B.8 A player can receive a maximum of one direction to substitute in any one competition game. Any subsequent infringement by the player will result in the player being sent for a period of time in accordance with Appendix D Condition C.



- B.9 Where the referee substitutes a player, they may complete a referee Incident report on the matter if appropriate.

C. SIN BIN

- C.1 Appendix D Condition C operates in addition to the Touch Football Rules.
- C.2 At the discretion of the referee, a player may be sent for a period of time for any infringement of the Laws of the Game.
- C.3 If a player is sent for a period of time, he/she must immediately leave the field and proceed to the area behind his/her teams attacking score line and remain there until called to return by the referee.
- C.4 The player must remain mute during this time.
- C.5 A team may not replace the player sent for a period of time with another player and will play with one person less than they are entitled to at that time.
- C.6 If a player is sent for a period of time, at the discretion of the referee, a penalty may also be awarded to the opposition team.
- C.7 A player does not have to be given a warning or directed to substitute before being sent for a period of time.
- C.8 A player sent for a period of time in three or more competition games during the competition will receive an automatic two-week suspension from all TFV competitions.
- C.9 The team captain can be sent for a period of time for infringements made by officials and spectators of the game.
- C.10 Where the referee sends a player for a period of time, they may complete a referee Incident report on the matter as appropriate.

D. SENT OFF

- D.1 Appendix D Condition D operates in addition to the Touch Football Rules.
- D.2 At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game.



- D.3 If a player is sent off:
- The player must move to and remain not closer than ten (10) meters from the score line, as specified in the Touch Football Rules
 - The player's team cannot replace that player with another player.
 - The player will be automatically suspended in line with Appendix D Condition E.
- D.4 Where the referee sends a player off, they must complete an incident report on the matter.

E. AUTOMATIC SUSPENSION PERIOD

- E.1 If a person is sent off the person will be automatically suspended from VT League for the period it takes the player's team to play two VT League games.
- E.1.1 During the suspension period, the person will be ineligible to participate in:
- Any other TFV competition.
 - Any TFA affiliated competition
- E.2 When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games
- E.3 When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.
- E.4 If it is not practical for the team in which the person was suspended to play two (2) competition games in the competition, the automatic suspension period will be continued to the next TFV competition in which the player participates.
- E.5 Until the automatic suspension period has been served, the person will remain ineligible to participate in any TFV competition or event.
- E.6 For details on appealing the automatic suspension period refer to the TFA Disciplinary Regulations Manual.

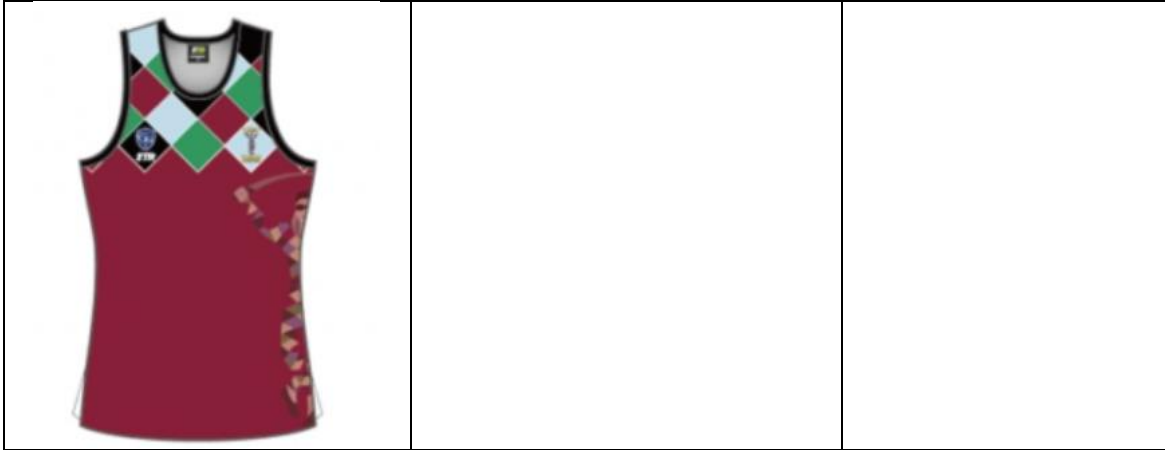
APPENDIX E CLUB UNIFORMS

GALAXY MELBOURNE



HARLEQUINS





MELBOURNE CITY LIONS



MELBOURNE PHOENIX



MELBOURNE UNIVERSITY BLACKS



MONASH UNIVERSITY VIKINGS



WEST VIC WARRIORS





A white sleeveless soccer jersey with a blue and black chevron pattern across the chest and on the sides. A crest is visible on the left chest.		
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APPENDIX F VT LEAGUE VENUES

VENUE	ADDRESS	CONTACT NAME & NO.
Seabrook Reserve	Goulburn Street, Broadmeadows	Claudia Davey 0437 084 586
Comely Bank Recreation Reserve	125 Bridge Road, Officer	Sophie Silbery 0406 138 424
Harold Caterson Reserve	92 Keys Road, Moorabbin	Steve Cullen 0415 405 465
Holmesglen Reserve	Harlequin Drive, Ashwood	Dante Peel 0408 005 053
Russell Square	Stawell Street North, Brown Hill	Tim Cromb 0413 379 429

APPENDIX G

GUIDELINES FOR VT LEAGUE MATCH SCHEDULES

- G.1 To encourage consistency across multiple VT League seasons, the order in which matches should be played (based upon seeding of teams) is shown below.
- G.2 TFV reserves an unfettered discretion to amend the order in which matches are played to accommodate necessary requirements.

Match Schedules – Order in which matches to be played

Round	4 teams in a Pool (if 3 teams in a pool, omit the match against team 4)	6 teams in a Pool (if 5 teams in a pool, omit the match against team 6)	8 teams in a Pool (if 7 teams in a pool, omit the match against team 8)
Round 1	1 v 3 2 v 4	1 v 6 2 v 5 3 v 4	6 v 4 8 v 2 5 v 1 3 v 7
Round 2	3 v 4 2 v 1	1 v 5 2 v 4 6 v 3	2 v 5 6 v 1 7 v 4 3 v 8
Round 3	1 v 4 3 v 2	6 v 2 4 v 5 3 v 1	1 v 7 2 v 6 3 v 5 8 v 4
Round 4		4 v 6 2 v 1 5 v 3	7 v 8 5 v 6 1 v 2 3 v 4
Round 5		1 v 4 5 v 6 3 v 2	6 v 8 5 v 7 4 v 2 1 v 3
Round 6			2 v 3 4 v 1 8 v 5 7 v 6
Round 7			4 v 5 1 v 8 3 v 6 2 v 7