



FOOTBALL FOR
ALL ABILITIES



2021

**ALL ABILITIES
CLUB HANDBOOK**

This handbook is designed to provide you with quick answers to frequently asked match day questions, from security and referees to clash strips and ground conditions.

FV recommends Club's issue a copy of this handbook to team managers to assist them throughout the season, regardless of where the game is being played.

This handbook is issued as a guide only and is ***based on the 2021 FV Rules of Competition and Regulations***. Rules of Competition and Regulations always take precedence. FV will review and update this document yearly and welcomes feedback from anyone involved in the match day delivery of football.

These rules have been modified for the All Abilities League to ensure FV is providing an environment that welcomes people of all abilities.

Football Victoria Operating Hours

FV Competitions

Business Hours (9am-5pm Mon to Fri) **9474 1805 for All Abilities or call 9474 1800 for Reception**

FV Discipline

Business Hours (9am-5pm Mon to Fri) **9474 1800 and press 3 for Discipline**

FV Registrations

Business Hours (9am-5pm Mon to Fri) **9474 1800 and press 2 for Registrations**

Find Us On



CONTENTS



What is All Abilities Football?	4
Who is eligible to play?	4
Team Entry	4
All Abilities League Divisions	5
Fee Schedule	5
Playing Format	6
Rules of Competition	7
Fixtures and Venue Information	7
Host Club Responsibilities	8
Playing Attire	8
Match Day Questions	10
Club Referee Guide	12
Emergency Procedures	14
Get Involved	15
Key Dates	16

What is All Abilities Football?

All Abilities Football is a subset of football in Victoria that has been specifically created to ensure everybody has the opportunity to play football, regardless of their age, gender, background or ability.

What is the All Abilities League?

The inaugural All Abilities League began in 2017 to enable players with a disability to have the opportunity to play football matches on a regular basis.

Depending on a player's level of experience, the All Abilities League may be a player's first step towards playing a game of football or alternatively might be used as additional training during any given winter season.

The format and competition rules have been modified to ensure the All Abilities League is flexible, inclusive and accessible to people living with a disability of all ages and abilities.

Who is eligible to play in the All Abilities League?

The All Abilities League has been established through funding support from Sport, Recreation & Racing and as such the league consist of teams of people with a Disability (physical and/or intellectual). The competition is designed to be inclusive for people with varying abilities and needs. Please contact FV if you have any questions in regards to eligibility or if there are special circumstances to be considered.

Please note that FV will be working with clubs to ensure the participants in the League are suitable to the level of play in each division and will assist clubs to help players find a suitable alternative if the All Abilities League is not appropriate.

Team Entry

All teams are required to pay a team entry fee and all players must be registered online via PlayFootball prior to participating in the competition.

- The referee and teams are to make every attempt to have the fixture to takeplace.
- It is the away team's responsibility to provide an alternative strip that the referee deems does not clash with the opposition or referees.

All Abilities League - Divisions

JUNIORS	SOCIAL	DIVISION 2	DIVISION 1	SOCIAL (Regional)
JUNIORS (6-14)	OPEN AGE(14+)	OPEN AGE (14+)	OPEN AGE (14+)	OPEN AGE (13+)
PHYSICAL SUPPORT ON PITCH ALLOWED	PHYSICAL SUPPORT ON PITCH ALLOWED	NO PHYSICAL SUPPORT ON PITCH	NO PHYSICAL SUPPORT ON PITCH	PHYSICAL SUPPORT ON PITCH ALLOWED
SOCIAL	SOCIAL	SEMI-COMPETITIVE	COMPETITIVE	SOCIAL
5-A-SIDE	5-A-SIDE	7-A-SIDE	7-A-SIDE	5-A-SIDE

*Please note that divisions may change depending on Team Entry.

Fee Schedule

There is an FV Social fee per player. Clubs may wish to add an additional cost or subsidize the cost when setting up the product in PlayFootball.

There is also a Team Entry fee per team which will be invoiced to the club.

PLAYER REGISTRATION FEES		TEAM ENTRY FEES	
SOCIAL JUNIORS (18 & UNDER)	\$26	JOEYS	\$150
SOCIAL SENIORS (19 & OVER)	\$36	SOCIAL/DIVISION 2/ DIVISION 1	\$200

Playing Format

GAME FORMAT	5-A-SIDE	7-A-SIDE
FIELD SIZE	¼ of Full-Size Pitch 30m x 20m	½ of Full-Size Pitch Min: 50m x 30m Max: 70m x 50m
PENALTY AREA	With Goalkeeper: 5m x 12m No Goalkeeper: Nil (using MiniRoos goals)	With Goalkeeper: 10m x 20m
GOAL SIZE	With Goalkeeper: 3m x 2m No Goalkeeper: MiniRoos goals	With Goalkeeper: 5m x 2m
BALL SIZE	Juniors: Size 4 Social: Size 5	Size 5
PLAYING TIME	Juniors: 2 x 10 minute halves Social: 2 x 15 minute halves	2 x 20 minute halves
HALF TIME BREAK	Maximum 5 minutes	Maximum 5 minutes

Interchange

- Interchange can take place at any time without consultation with the Referee.
- There is no limit to the amount of interchanges that can be made.
- All interchanges must take place from the sideline.

Fouls / Misdemeanors

- The following warnings system will be enforced by the referee:
 - Warning 1: Referee to remind the player to respect their teammates, match officials and opponents
 - Warning 2: Player will receive a Yellow Card
 - Warning 3: Player will received a Red Card and be sent from the field of play. If the misdemeanor is deemed serious, the Referee may report the incident to FV.

Rules of Competition

General

- Players can choose to either throw-in, roll-in or kick the ball into play in the Junior and Social divisions.
- Players must either throw-in or roll the ball in Division 1 and 2.
- There are no off-sides.
- All free kicks are direct unless otherwise stated by the Referee.
- No slide tackles in the Junior division, Social division and Division 2.
- Teams need a minimum of 5 players to kick off.

Players Eligibility

- Any ratio of Men and Women can play on a field at any given time.
- Players may not play for multiple teams in their clubs on the same match day unless in exceptional circumstances that is to be approved by FV and by both participating teams.
- Players in a higher division may not fill in for a team in a lower division

Goalkeepers

- Goalkeepers are permitted to drop kick the ball, throw or roll the ball from their hands or place the ball on the ground and kick it unless it is an intentionally pass back.
- Goalkeepers can leave the penalty area but can't use their hands if they are outside of the penalty area.
- For a Goal Kick, the ball must be placed inside the penalty area and kicked in or out of the penalty area.
- The Referee will remind and clarify any rules if incorrect disposal occurs.
- Junior division can play with or without a Goalkeeper, depending on which sized goals are used and as agreed by both clubs.

Player Registration

- FV requires all game day players to be registered through PlayFootball prior to participating in the competition. This requirement must be adhered to for public liability and player insurance purposes to ensure a high level of safety exists for all players

Fixtures and Venue Information

I have been told a different time/venue for my fixture to SportsTG.

- Always refer to fixtures displayed on the FV website (www.footballvictoria.com.au)

Unsafe Playing Conditions

We have turned up to our fixture and in our opinion, the ground is not safe (poorly constructed goals, ground is flooded, storms etc) what do we do next?

- Raise your concerns to the appointed referee who can address them with the home Club prior to kick off.
- If the referee cannot solve the problem, or none is appointed, address the issue with the home Club prior to kick off.
- We encourage Clubs and referees to play when possible, however if conditions are unsafe, please provide photo evidence of playing conditions and report to FV Competitions **immediately via** competitions@footballvictoria.com.au.
- FV Competitions will investigate any issues submitted. Any team deemed to have not participated in a fixture without a valid reason, will have as a minimum, a 3-0 result recorded against them.

Host Club Responsibilities

What responsibilities do we have?

- Pitches are set up with the correct dimensions and goals
- First Aid is available
- Bibs are available
- Match balls are available:



Playing Attire

What are our match day attire requirements?

- Matching Uniforms are not essential but preferred
- Field players should wear similar/same coloured jerseys (with a number on the back), shorts and socks
- Goalkeepers must be distinguishable (bib/different coloured jersey)
- Players can wear football boots or runners on the field
- Shinguards are compulsory for all players.

The opposition has arrived and the uniforms are too similar, what happens next?

- Clubs must provide bibs that are a different colour to their playing strip and have them available at all games if required

What jewelry can a player wear on the field?

- NONE. The IFAB Laws of the Game state that a player can be asked to leave the field of play because of an infringement of this Law.

What visible undergarments and headwear can a player wear during a match?

- Goalkeepers: Are permitted to wear peaked caps and tracksuit/jogging pants
- Hair Ties: Material hair ties and non-metallic bobby pins are permissible
- Head Bands & Sweat Bands: Permitted
- Long sleeve jerseys or pants may be worn
- Hijabs/Kippahs: Must be black or the same colour as the main colour of the player's shirt (players of the same team must wear same colour) and doesn't create a danger to the wearer or any other player. Referees CANNOT check the affixing or touch the garment.

Ground Marshals

How many ground marshals does each team need to provide?

- There is no need for ground marshals on the day but it is important to have someone from the club able to set up and help direct teams to the right pitch.

No Official Referee

No official FV referee has arrived at our game, what now?

- Both teams should agree on a club official/volunteer to referee the fixture for the match or until the referee arrives.
- Fixtures should kick off at the scheduled time regardless of whether a referee arrives at the venue or not.
- Please report to FV if no referee arrives at a fixtured match.

Match Records

We currently do not use Match Records for the All Abilities League. The referee will send the scores back to FV at the end of each round.

Stretchers & First Aid

There is no stretcher and/or first aid kit at the ground, what do we do?

- The home club must allocate one stretcher suitable for first-aid/emergency use
- Inform the referee if there is no stretcher and they will submit a report to FV.
- The match MUST still be played

Delayed Kick-Off/Shortened Halves

The opposition are late. What happens now?

- If a team is late for their game, the following procedure applies:
 - More than 5 minutes: 1 goal penalty
 - More than 10 minutes: 2 goal penalty
 - More than 15 minutes: team must forfeit

The Match Official has shortened each of the playing halves. Can they do this?

- The Match Official may cut short any match if, in their opinion, playing conditions compromise player safety (eg. Insufficient lighting, weather & pitch conditions)
- In the event that teams are not ready to kick off as scheduled, the referee may shorten the halves to ensure it doesn't affect other fixtures scheduled on that day.

Ineligible Players

We believe the opposition has fielded, or is fielding, an ineligible player (over-age, suspended, too many matches in a higher league, etc). What should we do?

- Raise this query with the club and discuss the best possible outcome for both teams
- The referee **CANNOT** stop a suspected ineligible player from participating.
- Inform FV of the situation
- Please note that players in a higher division cannot play in a lower division. The competition is for players with a disability to play in a division that meets their abilities. If there are players who excel, FV will work with the club to find a more suitable competition for them to compete in.

Field of Play

Who is permitted in the field of play?

- Only 5 or 7 players from each competing team can be on the field at the one time according to the division the team is competing in.
- No parents, coaches or spectators can enter the field of play without the referee's consent.
- On field support and help can be enter the field of play at any time. The volunteer(s) must identify themselves to the referee before the game starts.

Abandoned/Postponed Match

Our match was abandoned, what now?

- If 75% or more of Normal Time has been played, the score at the time of abandonment will stand.
- If abandoned prior to 75% of Normal Time, the Match will be investigated and an outcome will be determined by FV as per the 2020 Rules of Competition.
- Match Officials are entitled to receive 100% of their normal Match fee.
- The club should contact FV by email (Sharon.wong@footballvictoria.com.au)

Our match was postponed, what now?

- The club should contact FV by email (Sharon.wong@footballvictoria.com.au). FV will reschedule the fixture if required.
- The Match Official is entitled to 50% of their match fee in these circumstances.

Completing a Match Record

What is the process for the Match Record at the completion of the game?

- There is no official Match Record process in place but referees/club referees are required to keep score and report it to FV in Division 1 and 2.

Match Day Checklist

PREGAME

Match Records (not currently used)

- ☐ Ensure that both teams have submitted their Match Record correctly. The Referee keeps the white copy, yellow copies to be swapped by the teams and greens to stay in the book.

Equipment Checklist

- ☐ Stopwatch / wrist watch, whistle, cards, flags, notebook, pen and coin.

Uniform

- ☐ Vest, no club logos, shorts, socks and boots to be comfortable

Warm Up

- ☐ To avoid injury ensure that you allow enough time to complete the pregame match information and also complete a warm up and stretch. You can inspect the pitch at the same time as you warm up.

THE MATCH

Assistant Referees (No AR for All Abilities League)

- ☐ Request an assistant referee from each team—thank them for volunteering and confirm your expectations of them.

Coin Toss

- ☐ Complete the coin toss and commence the match
- ☐ Write down any goal scorers, yellow cards and red cards in your notebook

POST GAME

Match Records (not currently used)

- ☐ Complete the half time and full time scores, yellow/red cards, goal scorers and sign the match record. A team official from each team must also sign the match record.
- ☐ Senior Match Records must be emailed to results@footballvictoria.com.au

Misconduct Report

Submit when a referee has issued a red card to a player It should include:

- Home vs. Away team, League name, venue and date
- Players name, Number, and Team
- A factual description of the incident— Keep it brief and accurate
- Submit a Post Match Submission Form (available on our website)

Incident Report

Submit when a referee needs to report any incidents that occurred before, during or after the game, including:

- Player Eligibility;
- Coach/Team official/Player/Referee/Spectator abuse
- Game abandonment for any reason including: spectator invasion, weather, injury.
- A player refusing to leave the pitch after being sent off
- Mass confrontation/Melee; a club official or coach entering the field of play
- An unplayable pitch.

Misconduct and Incident Reports can be found www.footballvictoria.com.au/resources/referees and must be sent within 48 Hours of the fixture to discipline@footballvictoria.com.au and competitions@footballvictoria.com.au

Call FV Discipline for further advice 9474 1800 if required.

Managing Conflict

Be proactive to avoid any potential problems later in the game. For example:

- Quiet Word—given on the run e.g “take it easy/good tackle, but be careful”
- Public Warning—use your whistle when the ball is out of play, call the player over to you and let them know this is their final warning
- Yellow Card—show the player a yellow card
- Red Card—show the player a red card

Mass Confrontation/Melee

1. Use your whistle and voice to separate players—do not touch the players
2. Deal with any injury, and remember where to restart the game
3. Deal with the original offence
4. Deal with the player who became involved
5. Call both captains in and remind them of the conduct that is expected
6. Restart Play

Injury Report

What should we do if there is a significant injury or emergency?

- In an emergency, call 000.
- In first instance, only trained first aid personal should attend to an injured player/supporter.
- FV encourages clubs to have an Emergency Management Plan including the location of the nearest hospital, doctor, ambulance access point, defibrillator and first aid equipment. This should also include a list of trained first aid club officials.
- For insurance claims, go to www.gowgatessport.com.au/football/

CPR11 Safe Sport

CPR11 can be downloaded as an app on iPhone and Android.

Sudden cardiac arrest (SCA) is a vital emergency that may occur on the football field. When it happens, we should all know how to respond immediately.

In a simple way and in just 11 steps, the CPR 11 application offers a plan with clear and precise instructions on how to give compressions and ventilations correctly, how to handle an automatic external defibrillator (AED) and if necessary, how to transfer the player.

With the help of text and voice messages, the 11 short videos will help you recognise a SCA and meet the objective of starting resuscitation maneuverer in the first 2 minutes and early defibrillation in the first 3 minutes after the player's collapse.

The application has been designed taking into account some of the specific characteristics of SCA cases during contact sports, such as football, like taking special care of the cervical spine when handling the player.

CPR 11 is a guide that may be very useful for anyone (players, coaches, referees, relatives, spectators, etc) attending sports events of any level. It is not a substitute for proper training in cardiopulmonary resuscitation (CPR). We recommend everyone to receive formal instruction in CPR and AED use.

Download the application and share it with everyone. Showing these techniques to the greatest number of people, will help in saving lives.

Get involved at your local and inclusive football club

The World Game can be enjoyed by people of all ages and abilities.

Do you want to play football, or do you know somebody living with a Disability who wants to play football? More and more Victorian clubs are running programs for players with disabilities and now is the time to get involved and join the fun.

To find your local club, call FV on 9474 1800 or visit

<https://www.footballvictoria.com.au/community/programs/all-abilities>

What's on offer in 2020?

FV partner with a number of organisations in the sports industry and disability sector to deliver competitions and programs for people living with a Disability. These programs and competitions are designed to give participants an opportunity to play against or with others of a similar ability and to start them on a pathway to get active, meet new people or onto more competitive football. Please see table below:

PROGRAMS	Dates
All Abilities League – Metro	May - September
genU All Abilities League - Geelong	May - August
Blind Football Training Program	TBC
Wheelchair Football Competition	May - September
Powerchair Football Competition	Ongoing
Schools – NSSSA & SSSSA Programs	TBC

Start a club program with support from Football Victoria

If you or somebody you know is interested in starting an All Abilities football program, FV is here to help. We have online resources to help with coaches and volunteers on our website and we can offer advice to clubs and connect them with local grants and disability providers. For more information, please contact Sharon Wong, Diversity & Inclusion Coordinator on 9474 1805 or Sharon.wong@footballvictoria.com.au

2021 KEY DATES

Dates	Metro - Melbourne
15 March – 9 April	Team Entry Period
26 April	Draft Fixtures released
1 May	All Abilities League Gala Day
7 May	Final Fixtures released
15 May	Round 1
22 May	Juniors: Round 1
29 May	Round 2
12 June	Round 3 (Juniors: Round 2)
26 June	Round 4 (Juniors: Round 3)
10 July	Round 5
24 July	Round 6 (Juniors: Round 4)
7 August	Round 7 (Juniors: Round 5)
21 August	Round 8
28 August	Football for All Gala Day

Dates	Regional - Geelong
1 April – 30 April	Team Entry Period
7 May	Fixtures released
15 May	Round 1
29 May	Round 2
12 June	Round 3
26 June	Round 4
10 July	Round 5
24 July	Round 6
14 August	Geelong All Abilities Gala Day
28 August	Football for All Gala Day