

2024 Rules of Operation - Contact



GRIDIRON VICTORIA INC.

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General

Gridiron Victoria (hereafter referred to as “GV”) is the governing body for American Football for the State of Victoria, Australia.

Formed in 1996, Gridiron Victoria was an amalgamation of the two existing governing bodies of the time: the Victoria Gridiron Football League and the Gridiron Association of Victoria.

Our vision is to inspire all Australians to enjoy our great global game, making it a game for all. This policy is aimed at ensuring that as many people as possible can participate in gridiron; however, it must be safe, inclusive and fair for all participants. When participants with broadly compatible attributes compete with one another, this environment can be created.

Every endeavour must be made for gridiron participants with broadly compatible physical development, in conjunction with ability and/or experience, to play with and against each other.

Note:

There was an effort to evolve this document and the rules within for the 2024 season, but the notification period to Clubs was too short for full adoption. This published ruleset, following the review and feedback from Clubs, has been wound back slightly.

Gridiron Victoria intends to release the 2025 Ops Rules and the first meeting of the Clubs for 2025 (see Schedule of events) and publish the Ops Rules shortly thereafter.

Clubs should be looking to ensure that they are striving to meet the standards that we established in the draft version of the 2024 rules and take the lead in time now to start managing long-lead items like uniform compliance.

REVIEW HISTORY OF GRIDIRON VICTORIA INCORPORATED – 2024 RULES OF OPERATION

VERSION	DATE REVIEWED	CONTENTS	DATE ENDORSED
0.1	July 2024	2024 Season – Draft for Club consultation – initially based on R8 from September 2023	
1.0	August 2024	2024 Season – Updated following release for comment to the league Affiliate Members.	28 th August 2024

ADMINISTRATION AND BUDGET

1. Introduction

1.1 Overview

These Operating Rules form the basis for the ongoing successful running and growth of the sport of gridiron in Victoria.

The Operating Rules have been designed and put in place to ensure that:

- GV meets its legal and moral obligations.
- All clubs are treated equally and fairly.
- GV COM intervention is minimal.
- The competitions run smoothly.
- GV administration is minimal.

Responsibility for complying with the Operating Rules lies with the clubs, their members and persons registered with GV.

These Operating Rules apply to all GV contact competitions, along with any other GV sanctioned contact football game or event. Any differences between the Operating Rules for each competition are set out in this document. A separate set of Operating Rules is to be established for other forms of the sport as required, including Flag Football and indoor/Arena football.

Participating in any competition or game, run by, sanctioned by, or involving GV, means any club, its members, and all persons registered with GV have agreed to:

- Abide by the GV Operating Rules and the GV Constitution.
- Act in accordance with the GV Code of Conduct.
- Comply with all GV policies.
- Meet the requirements of any applicable State or Federal Government legislation.
- Obtain sanctioning from GV for any such competition or game played in Victoria.

Where there is conflict between this document and the GV Constitution, the GV Constitution shall override any rule, regulation or penalty written herein.

1.2 Amendments to Operating Rules

The GV Board of Management shall review the Operating Rules each year. Any club, being a member of GV, may submit to the Board, any amendments they see as beneficial to the improvement of the Operating Rules. The Board will collate and consider all proposals and notify the GV COM of any amendments to the Operating Rules.

2. Definitions

Affiliated Association	Gridiron Australia and its member states, and any other organisation with which GV has a contractual or working relationship for the running of games (i.e. VGOA).
Age Group	Competitions within GV are characterised by the age of the players in that competition
Away team	The team listed second on the fixture for a game.
Board	The Board of Management of Gridiron Victoria, as specified in the GV Constitution.
Competition	Any GV-sanctioned game or season.
Division	A classification within an Age Group used to distinguish between groups of teams in that Age Group. These divisions could have equal status (in which case they are sometimes referred to as Conferences) or there could be a ranking of Divisions (e.g., Division 1 and Division 2).
Duty Team	The team rostered by GV to supply personnel or to fulfill a specific function (e.g., Chain crew, clock operator or club official).
Existing Team	A team that participated in the most recent GV season for the Age Group into which a Club is seeking to enter a team.
GA	Gridiron Australia
GV	Gridiron Victoria
GV COM	The Committee of Management of Gridiron Victoria, as specified in Section 5 of these Rules of Operation.
GV Registrar	A person appointed by the Board to manage registrations, receive and process Disqualified/Reported person reports, and manage the Tribunal Hearing notification process.
Host Club	The Club whose ground is being used for hosting games on a given day or have designated in the fixture as the Host Club for games on that day.
Home team	The team listed first on the fixture for a game.
Juniors	U15, & U18 competitions.
Junior Player	Players participating in a Juniors competition.
Player	Any individual registered as a player for any member Club/Team of Gridiron Victoria.
Participant	Any person who participates in a GV competition as a Player, Coach, Sideline Staff Member or Volunteer (including Club Committee Members) for any member Club/Team of Gridiron Victoria, or as an Official.
Penalty Units	Guideline penalty for the breach of the GV Operating Rules. Amounts are defined in the Budget section of these Rules of Operation.
Re-entering Team	A team that has previously competed in a GV season but has not competed in the most recent season for that Age Group. A 'new team' for an existing Club is an additional team which will increase the number of teams entered by that Club in that Age Group from the previous season. This includes a Club entering a junior team for the first time.
Responsible Club	The responsible club will be the club that may have breached the operating rules, including all registered or unregistered individuals associated with that club.

Senior Men's	An Age Group in which participants are male and at least 18 years of age. Exemptions may apply.
Senior Women's	An Age Group in which participants are female and at least 16 years of age. Exemptions may apply.
State Team	Any team representing the state of Victoria for any gridiron purposes. This includes Senior Men's, Senior Women's and Juniors tours, games and functions.
U15	An Age Group in which participants are male or female and U15 years of age on September 1 st in the year of competition and a minimum of 12 years old. Exemptions may apply.
U18	An Age Group in which participants are male or female and U18 years of age on September 1 st in the year of competition and a minimum of 15 years old. Exemptions may apply.
Specialist Player	As defined by the Gridiron Victoria, specialist player policy SP_001.

3. Penalties for Breach of the Operating Rules

The Operating Rules set out penalties that may be applied in the event of a breach of these rules. If it is suspected that a breach may have occurred, the below process shall be followed, except in cases of Abuse of Officials and/or on-field situations that are referred to the Board.

1. Notice of a potential breach of the Operating Rules shall be sent to the Responsible Club by the Board.
2. The Responsible Club will have 7 days to enter a plea with the Board. Any evidence in support of a Not Guilty plea should be submitted at this time.
3. The Board shall then decide:
 - a. If a Guilty plea is entered, the appropriate penalty that shall be applied.
 - b. If a Not Guilty plea is entered, and it is determined that no breach has occurred, the notice of potential breach shall be rescinded by the Board and the matter considered closed.
4. If a not guilty plea is entered, and it is determined a breach has occurred, the Board will consider and determine the outcome and penalty.
5. Any participant or club issued with a penalty will have access to the GV appeals process.

4. Schedule of Events

The Schedule of Events, comprising the following activities, shall be released as early as possible each year and should not be altered unless extenuating circumstances apply.

1. **GV Annual General Meeting** 1st Monday in February of each year.
2. **Specialist Player Nominations** 7 days prior to the first scheduled game of the season.
3. **Release of Fixtures** As soon as possible prior to the commencement of the season.
4. **Club Officials Training Course** No later than two (2) weeks prior to the start of each season.
5. **Closing date for Registrations** 31st October 2024 is the final day for player registration in 2024 season.

5. GV Committee of Management (GV COM)

5.1 Frequency of GV COM meetings

The GV COM shall meet at least 3 times a year and will endeavour to meet on the third Monday of the month. These meetings will be targeted for March, July and November.

5.2 Representation of Clubs at GV COM meetings

A minimum of one Representative from each member Club is expected to attend all regularly scheduled GV COM meetings (i.e., excluding special meetings).

6. Budget

Refer to the GV Constitution.

Penalty Unit Value: \$25

TEAM AND PLAYER REGISTRATION AND ELIGIBILITY

7. Team Registration
7.1 General

All Clubs must be incorporated associations or registered companies to participate in GV activities.
All Clubs must have paid all debts owed to GV by the date on which Team Registrations Forms are to be submitted and must always maintain a positive (or zero) balance with GV.
Where a club has a negative balance, the GV Treasurer shall provide a statement to the club(s) at the end of each month. Payment to bring the account to a positive (or zero) balance must be made before the club's next fixtured game. If this does not happen, the club will not be permitted to play until the debt is paid.

7.2 New Club Affiliation

Refer to New Club Policy

7.3 Minimum number of registered players

In addition to the requirements of Rule 8, a Club is required to have a minimum number of registered individual players for each team they wish to enter as set out in the following table by COB Wednesday before weekend of the Competitions first fixtured match.

Table with 3 columns: Competition, Existing team, New team. Rows include Senior Men, Senior Women, U18, and U15.

7.4 Additional requirements for existing clubs re-entering a team or entering a new team.

In addition to the requirements of Rules 7.1 (General), 7.4 (Team Registration Form) and 7.5 (Minimum number of registered players), an existing Club re-entering a team or entering a new team must comply with the following requirements:

Uniform
Obtain approval for the team uniform in accordance with the procedure set out in Rule 17 Uniforms.

Team Development Plan
Present a Team Development Plan to the Board, which outlines how the Club proposes to address the following issues over a 3-year period:
1. Player recruitment
2. Player retention
3. Coach recruitment
4. Coach training
5. Support Staff (i.e., chain crews, Match Day Official, ball persons, clock and scoreboard operators, film crews)
6. Committee resource allocation (i.e., what impacts the new team will have on the existing committee, who will be responsible for which aspects of the team)

The Team Development Plan must be accepted by the Board for the re-entering team or new team to be accepted. The Team Development Plan must be submitted with the GV Affiliation Invitation & Application (7.3 GV Affiliation Application) to provide the GV Board time to review and request additional information ahead of the submission of the Team Registration Form (7.4).

7.5 Withdrawal from the competition

If a club wishes to withdraw a team from a competition it will need to provide written notice to the Board no later than one (1) month prior to the scheduled start date for that competition. If notice is not provided a club may face competition point deductions from any remaining teams entered in GV Competitions.

8. Individual Registration & Eligibility Requirements

8.1 Requirement to be registered

All participants in GV competitions, excluding officials who register through AGOA, must be registered with GV.

All Junior players must supply proof of age ID prior to confirmation of registration and appearance on teams Team Sheet. Such proof of ID must be submitted through Assemble, prior to the player appearing on the team sheet. A Junior player is not eligible to play until they have registered online AND met the photo ID requirement. *The ID itself must contain Name, a photo and date of birth as a minimum.*

All coaches and players must be registered as coaches and players, respectively.

All other persons inside the fence or rope (i.e., in the vicinity of the playing arena) must be registered as Volunteers. This includes chain crew and ball persons who are not registered players, as well as medics or trainers, Team Managers, and film crew etc.

All Club Committee Members must be registered as Volunteers (if not already registered as a player or coach).

It is strongly recommended that all other assistants and volunteers at a club be registered as Volunteers. This involves zero cost and enables these people to be covered by the GV insurance policy and increases the number of registered participants in the sport thus increasing the potential for Government recognition, grants and support.

a) Age and Other Eligibility Requirements

To be eligible to be on the sideline (i.e., inside the fence or rope) for any GV game, a participant must be no younger than 10 years old.

To be eligible to play, the following age restrictions and exemptions apply:

Senior Men or Women

- Must be 18 years or older on the 1st of September in the year of competition.

U18

- Must be male or female, 15 years or over prior to commencing training or playing in any game.
- Must be 17 or under as of the 1st of September in the year of competition.

U15

- Must be male or female, 12 years or over prior to commencing training or playing in any game.
- Must be 14 or under as of the 1st of September in the year of competition.

Exemptions

A male U18-eligible player, 17 years or older may be permitted to play in the Seniors Men's competition once the required 'GV Junior-to-Senior Eligibility Form' has been completed and submitted. A male U18-eligible player that has turned 18 is permitted to play in the Senior Men's competition without the requirement to complete the 'GV Junior-to-Senior Eligibility Form'.

Male U18-eligible players who have met the requirements to participate in the Senior Men's competition are eligible to participate in both competitions and are allowed to participate in up to one Junior and one Senior match each weekend. Players who meet the qualification requirements will be permitted to participate in the finals for both the U18 and Men's competitions.

Notwithstanding the above, a player who fulfils the age requirements for Juniors, but who has also played in a Senior State or National Representative Team, may not subsequently play Juniors.

Note: Where a player is intending to participate across multiple competitions, or play in a competition above their age group, and a difference in GA & GV fees exists, the player shall register in the competition with the higher fees. If a player upgrades within a season, a top up fee will be application in the event of a difference in between the competitions.

A female over 15 years of age but under the 18 years of age may be eligible to play in the Seniors Women's competition once the required 'GV Junior-to-Senior Eligibility Form' has been completed and submitted.

A player that is 14 years of age or older may be permitted to participate in the U18 competition, once the required 'GV Older Age Group Eligibility Form' has been completed. Players cannot participate in two different Junior age groups. Junior players should register to participate in the age group they intend to participate in.

b) Registration Requirements

All participants must register via the clubs Registration Portal which can be accessed via the assemble registration portal.

- It is the responsibility of Clubs to ensure that all their participants are registered and appropriately qualified (i.e., Players, coaches, all volunteers and medics) prior to allowing them to participate in any training or games.
- Registration of any person who is a member of a GV Club requires payment of a GV Registration Fee.

GV Registration covers participation in any event authorised or sanctioned by GV and includes professional indemnity insurance, management and volunteer insurance, and public liability insurance for 12 months season to season. GV Insurance **does not** include any injury insurance. Details of the GV insurance policy can be found on the GV website.

Registration with GV through the Assemble portal indicates the following:

- Agreement to the GV Code of Conduct
- Agreement to the release and Liability Waiver
- Declarations regarding deregistration or suspension, anti-doping by-laws, participant identification, insurance acknowledgement and privacy considerations.
- All Junior players must supply proof of age ID at time of GV registration prior to their first game. Such proof of ID must be submitted on the Assemble registration portal prior to the player competing in their first game. A Junior player is not eligible to play until they have registered online AND met the photo ID requirement.

c) Responsibility for Registration

It is each Club's responsibility to ensure that all Players, Coaches, sideline staff, club officials and Medics are properly registered and eligible to participate before taking part in a match. All registrations must be completed by 5pm on the Thursday prior to the round. Any player who does not appear on the assemble team sheet, in approved GV format, WILL NOT be eligible to play.

d) Refund of Registration Fees

Registrations fees are non-refundable in most circumstances.

The Board will consider an application for a refund of registration fees if:

- The participant has not competed in any GV-sanctioned game.
- There has been no injury report or potential insurance relating to that participant.
- The request for a refund comes from the participant's Club.

e) Cancellation of Registration

A participant will have their registration cancelled, effective immediately, if they:

- Have an outstanding debt to GV. This includes any debts relating to State Teams.
- Are in possession of GV equipment or uniform(s) and fail to return it immediately when asked.

f) Closing of Registrations

Registrations will be closed during the season, approximately at the midway point, at a date to be confirmed with release of the fixture. No registrations will be accepted beyond this point.

8.2 Amateurism Policy

Gridiron Victoria is an amateur league, across all levels of competition. The league strives to maintain its amateur status to ensure that pathways for our players to compete in collegiate sports remain open and readily accessible.

Players receiving player payments, within any competition within a calendar year, will not be registered with Gridiron Victoria. Any player receiving payments after registration with Gridiron Victoria, will be immediately de-registered. Such a breach would be in direct violation of the NCAA Amateurism Certification Process.

This policy applies to ALL players within Gridiron Victoria, including local and Specialist Players. Players intending to participate in American Football competition overseas should consider the impact to their eligibility to participate in future GV competition if receiving player payments.

Any Club found to be making payments to players will be deemed to be in breach of these Ops Rules.

9 Coaching requirements

All coaches must meet the following requirements to be one of those named on the Team Registration Form, and to be eligible to coach at training or during a game.

- WWC:
 - Evidence must be produced to show that the coach has complied with the requirements of the Victorian Working with Children Check. This means they must do one of the following:
 - Demonstrate that they are exempt from the WWC Check, or
 - Show that they have passed the WWC Check, or
 - For new coaches, show that they have applied for WWC Check (and then must advise GV whether they have passed the WWC Check).
- ASC Community Coaching General Principles:
 - Evidence must be produced to show that the coach has successfully completed the requirements of the ASC General Principles course, which is an online course.
 - <https://www.ausport.gov.au/coaching/community/education/community-coaching-essential-skills>

Accreditation does not commence, nor shall a coach be permitted to coach, until both requirements have been met.

10. Transfers

10.1 Interclub Transfers (from current GV Clubs)

If a participant who has previously been a member of a current GV Club (even if that Club is not fielding a team in the current season) wishes to participate for a different club, a transfer must be submitted via the GV transfer form TF-01-2019

- ALL transfer request forms **MUST** be sent from the **NEW** club directly to the club the player is transferring from
- The Gridiron Victoria **Registrar** must be copied in on all communications regarding transfers
- Once the transfer request has been completed by the club that the player is requesting a transfer from, it must be sent to Gridiron Victoria via email to registrar@gridironvictoria.com.au
- All clubs have a maximum of **72 hours** to respond before GRIDIRON VICTORIA will intervene to resolve any issues
- Any player that participates in a game without a completed transfer request will be in violation of the Gridiron Victoria operating rules and will be classed as an **INELIGIBLE** player resulting in a forfeit for their team
- THE GRIDIRON VICTORIA BOARD RESERVES THE RIGHT TO WAIVE INTRA-SEASON CLEARANCE FEES IN EXCEPTIONAL CIRCUMSTANCES.

In the case of a current Club that is not fielding a team in the current season, the Board may waive the requirement for Transfer Forms for participants transferring from that Club.

There is no 'expiry date' on transfers. A transfer from one Club to another cannot be time limited, i.e., transfer approved for a single season. However, if the Board waives the requirement for Transfer Forms for participants transferring from a Club that is not entering a team in the current season, it may place a time limit on such 'undocumented transfers' (e.g., for

one season) and participants wishing to permanently transfer, or transfer for a period beyond the time limit, must then submit a Transfer Form.

The only grounds on which a Club can refuse to approve a transfer are if:

- The participant has outstanding debts owed to their previous Club
- The participant is in possession of uniform or other equipment belonging to the previous Club.

Additional consideration for refusal of transfer will be given to outgoing Clubs if the request for transfer occurs once the season has started, noting that the outbound player has significant information including game plans and playbook.

Any claims of this nature from the previous Club will be resolved by the Board as quickly as possible, but the player will not be registered with the new Club until these claims have been resolved.

10.2 Outstanding Players Debts to Clubs

Within two weeks of the end of the season, all Clubs are to provide a list of outstanding player debt for each player at the Club. The purpose of this is twofold:

- Provide the GV Board with visibility of player debts owed to Clubs, to assist in resolving disputes regarding claimed debts if players transfers are submitted for the following season
- Provide the GV Board with visibility of player debts owed to their Clubs, which will limit players ability to represent state or national teams until such Club debts are cleared.

This information should be provided to the GV Board via email to the GV Registrar.

10.3 Interclub transfers (from former GV Clubs)

If a participant who has previously been a member of a GV Club that is no longer a member Club of GV, there are no restrictions on transfers.

10.4 Intraclub transfers

Transfers between Junior competitions, or Junior and Senior competitions is covered in Section 8.1, a), Exemptions.

Where a Club has teams across multiple Divisions of the same competition (i.e., a Senior Men's team in Division 1 and Division 2), players are free to move between teams within the same Club competing in different divisions but are prohibited from playing for more than one team in any week without approval from the Gridiron Victoria Board.

Note: The limit of one game per week does not apply to top age U18 players that also play in the Senior competition.

Players are prohibited from playing more games in the regular season than the maximum number of games scheduled for each team, for which that player is eligible, in that season. For example, if a Club has a team in Men's Division 1 (e.g., 10 game season) and Men's Division 2 (e.g., 9 game season), an eligible player shall play more than the maximum number of games for a team in which they are eligible (i.e. maximum 10 games) in a regular season. This is designed to prevent players from exceeding the maximum number of games by playing when teams across different Divisions have byes.

Games played for another club on a Loan Player Agreement are exempt from the maximum number of game rule.

Once a player has played more than 40% of the available games for a higher ranked competition, they are prohibited from playing for any lower ranked competition.

Where the 40% calculation is not a whole number it shall be rounded to the nearest whole number, i.e.,

- Rounded down if the fraction is less than .5 and,
- Rounded up if the fraction is equal to or higher than .5

For example, in a 10-game season,

- Once a player has played 4 games in Men's Division 1, they are no longer eligible to play for the Men's Division 2

Once a player has played 40% of games in the nominated team/division they are eligible to play finals in that division. With the exclusion of top-age Junior players that are eligible for both U18 and Senior Men's competition finals (refer Section 8.1, a), Exemptions), a player will only be eligible to play finals in one (1) competition. A Junior that is also playing in the Senior competition will be eligible to qualify for finals in one Senior competition only.

10.5 Transfers between multiple club teams in a single division

Where a club has multiple teams in the same division, clubs may elect to follow 1 of the 2 following options

1. Teams are split equally, enabling both teams to compete in the final's series, and both teams will play each other throughout the season, clubs that elect to play under this arrangement will be restricted from moving players between those teams from Round 4.

Or

2. Clubs can nominate that they will be fielding 2 teams that are going to be split as first and second team, this option will restrict the teams from playing each other and the second team will not be eligible to play finals. Should the club elect to play under this arrangement the club must provide GV with the following details before the start of the season.
 - Second team will not be eligible to play in the final's series.
 - Club must provide Gridiron Victoria with a clear list of the top 25 players associated with their first team, these players will be referred to as club "Premier Players" and will not be eligible for free movement into their second team, these nominated players can only play in the clubs first team,
 - Club must provide Gridiron Victoria with a clear list of their lowest ten (10) ranked development players associated with their Second team, these players will be referred to as club "Development Players" and will not be eligible for free movement into their First team, these nominated players can only play in the clubs Second team,
 - All other players will be referred to as "Top Up Players". The players that are not nominated as either Premier or development players will be available for free player movement between both teams within the single division competition throughout the season. The clubs Top Up players will be eligible to play in the clubs first team during the final's series, but this team will be limited on the number of top up players available to play in this team during finals.

GV will advise the club following the end of the final regular season match the maximum numbers of players that club can field in the final's series. Team maximum numbers will be based on the numbers available for finals from the next largest team, not playing multiple club teams in the single division.

For Example:

- If the largest single team has a list of 40 players, the club effected by this clause will be able to field a playing list of 40 players, meaning 25 premier players, plus 15 top up players.
- If a competing club has 22 players, the club effected by this clause will still be able to field a playing list of 40 players, meaning 25 premier players, plus 15 top up players.

Premier players can be replaced by top up players in the case of injuries

Top up players are not eligible to play for both teams in a single round, 1 game per weekend rule applies.

10.6 Closing date for transfers

Transfers will close at the same time as new registrations. Refer to Section 8.1, f), Closing of Registrations. No transfers will be accepted beyond this point.

CONDUCT OF GRIDIRON COMPETITIONS

11. Season format

11.1 Duration of Seasons:

The GV Board shall determine the number of:

- Divisions in each competition
- Teams in each division
- Number of games to be played in each division
- Players on the field for each team (11, 9 or 7) in each division.

11.2 Fixture

The creation of the fixture is the responsibility of the Board who will decide the number of teams in each competition. As a rule, multiple divisions or conferences will be used where a competition has more than 9 teams.

The fixture will be based on information supplied by Clubs, by the deadline specified by the Board, regarding their preferences as to when and at what times they wish to host and play games and may include any dedicated events scheduled by the Board.

In the fixture:

- As far as possible, hosting rights will be allocated equally amongst Clubs
- All Clubs are expected to be available to host at least three days throughout the regular season
- All new grounds will be inspected on behalf of GV by a member of the VGOA and/or the Board prior to games being allocated to that venue.
- No games will be allocated to grounds that do not meet GV minimum requirements.
- If the Board determines that a ground has not met GV's minimum standards during one or more games in **each** season, the Board may decide not to allocate games to that ground, for the remainder of the current season and/or for the following season, or until such time as it is satisfied that the standard will be met in the future.
- No ground will be accepted for hosting if there is a concrete cricket pitch (covered or uncovered) impinging on any part of the playing surface.
- No ground will be accepted for hosting if light poles, fences or other hazard are within 18 feet of the sidelines
- No ground will be accepted for hosting if there are no appropriate change room, toilet and canteen facilities and a scoreboard of any description.
- As far as possible, all Clubs will be allocated an equal number of home and away games.
- The first named team on the fixture is always the home team.
- The host club may not necessarily be the home team for its game

The Board will distribute a fixture to the GV COM no less than 48 hours prior to formal release. Following this period, no further changes or requests will be accepted, excepting extraordinary circumstances and subject to the discretion of the Board.

If, after the publication of the fixture, a Club is unable to host allocated game(s):

- The Club will lose the right to host that game or those games.
- The Board will allocate the game(s) to another venue or venues.
- Of those Clubs wishing to host games, the Club with the fewest scheduled host games will have first right of refusal.
- Clubs cannot negotiate relocation of games with other clubs.
- There is no right of compensation.

12. Finals

12.1 Ladder rankings and tie-breaker rules

Two (2) points are awarded for a win, one (1) point for a draw and zero (0) points for a loss, unless an alternate point system is adopted for a single competition being required for using a weighted fixture. Teams may be penalised full or partial points for infractions of these Operating Rules. It is possible, because of penalties, for a team to have negative points.

Commented [TH1]: Does this affect any grounds currently being used or played on 5.5m. not sure what the distance to the fence from the sideline is at Sydney Pargeter, Ranger Field. These are the only fields I can think of with Fences

Commented [MK2R1]: It specifies "sidelines". Based on that, I assume there is at least 18 feet for umpires (3 feet), coaches (3 feet) and then players box (12 feet), which is how the 18 feet has been determined (I assume). Ranger Field definitely not a problem, not sure about Sydney Pargeter, but I suspect it would be fine also. Most councils require at least that much as well.

If, at the end of the regular season, two or more teams in the same division finish with the same number of points, the following tie-break procedure shall be applied.

- If there is more than one tie for a position, tie-break procedure shall be applied to the higher-position tied teams before the lower-position tied teams.
- If two teams are tied, the following steps will be taken until the ladder positions are determined.
- If three or more teams are tied, the following steps will be taken until the order of standing is determined. If, after any step, the position of one or more of the tied teams can be determined (i.e., no longer tied) then the standings will be reordered, and the tie breaking procedure restarted if any ties still exist.
- A team that has forfeited any game automatically loses a tie-break against a team that has not forfeited a game.

Tie-break steps:

1. Fewest forfeits.
2. Best head-to-head record (best won-lost-tied percentage) in games between the tied teams.
3. Best net points differential in games between the tied teams.
4. Best head-to-head record (best won-lost-tied percentage) in games between the tied teams and the highest-ranked non-tied team.
5. Best net points differential in games between the tied teams and the highest-ranked non-tied team. Repeat Steps 3 and 4, using results between the tied teams and the next highest-ranked non-tied team, until results against all other teams in the Division have been used.
6. Fewest disqualifications.
7. Fewest Unsportsmanlike Conduct fouls.
8. Fewest Personal Fouls.
9. Coin toss.

12.2 Finals Format:

- The championship game for each division will have its own name.
- The Senior Men's Division One final will be known as the VIC BOWL
- The Senior Men's Division Two final will be known as the DIVISION TWO CHAMPIONSHIP
- The Senior Women's final will be known as the WOMEN'S VIC BOWL
- The U18 final will be known as the U18 VIC BOWL
- The U15 final will be known as the U15 VIC BOWL

The finals format for each division shall be as follows:

The board shall determine the finals format for each division and provide notification to the league at the time of the fixture release. At a minimum, the finals format for each division (depending on the number of teams in each division) shall follow the rules below:

4-team division

- Championship Game – 1st v 2nd

5-team division

- Preliminary Final – 2nd v 3rd
- Championship Game - 1st v Winner of Preliminary Final

6-team division

- Semi-finals – 1st v 4th and 2nd v 3rd
- Championship Game - Winners of Semi-finals

7-team division

- As for a 6-team division

8-team division

- Elimination Finals – 3rd v 6th and 4th v 5th
- Preliminary Finals - 1st v Lowest Ranked Elimination Final Winner & 2nd v Highest Ranked Elimination Final Winner
- Championship Game - Winners of Preliminary Finals

For a division with more than 8 teams, the finals series will be decided by the GV Board of Management and communicated to the GV COM no later than one (1) month prior to the scheduled start of the season.

12.3 Final's eligibility - Clubs

To be eligible to compete in the finals a club must have paid all registration fees, match day payments, fines, bond payments or other outstanding debts owed to GV by the Tuesday prior to their first scheduled finals game.

In the event of a team NOT being financial by the required time, that team will be taken out of the finals and the next highest-ranking team inserted.

A club will be declared ineligible to participate in finals if, during the regular season, they fail to provide a club official on three (3) occasions (Section 15.6).

In the event of a team forfeiting a finals game their scheduled opponent will be declared the winner.

12.4 Final's eligibility – Individuals

To be eligible to play in finals, a player must:

- Be registered in the current season.
- Have no outstanding debts to GV.
- Not be in possession of any GV equipment or uniform that was asked to be returned.
- Have been named on and signed the GV Team Sheet and participated in the game on that day with that team during the current regular season in at least 40% of the number of regular season games in that Division.

Where the 40% calculation is not a whole number it shall be:

- Rounded down if the fraction is less than .5 and,
- Rounded up if the fraction is equal to or higher than .5

For competitions with two (2) or more divisions, once a player has played in a final in one division of that competition, they may not then play in a subsequent final in another division of that competition.

GV will provide each team with a list of all players eligible to play in finals before the final round of the competition. Clubs must notify the GV Registrar in writing of any player(s) who will be playing the final round of the competition and will then become eligible for finals. These will be approved by GV no later than 48 hours before the first final.

Applications for an exemption to the above rule must be submitted to the Board at least 7 days before the first finals game for the team. The only grounds for an exemption that would normally be considered is injury where:

- The player sustained an injury during a GV sanctioned game, event or training, and
- The player had a current registration with GV at the time of sustaining an injury, and
- Substantiating medical evidence is supplied to the Board
- The player would have been able to complete the eligibility requirement but for the injury

Refer to Section 16.4 for the impact to a players finals eligibility for games that are forfeited.

12.5 Final's venues, Dates and Kick-off Times

Subject to the following, finals may be played on a Friday night, Saturday or Sunday.

Prior to the end of the regular season, the Board may determine the venue, date and time for all finals games at its own discretion.

If, by the end of the regular season, venues, dates and times have not been determined, the Board, shall determine venues, dates and times having regard to the following:

Elimination and Qualifying Finals – for games being played:

- At the same venue on the same day - The highest-ranked team may be granted the right to host those games.
- At different venues - The higher-ranked team for each game may be granted the right to host their game.

Quarter-finals – for games being played:

- As double-headers at two venues - The two highest-ranked teams may be granted the right to host those games.
- At different venues - The higher-ranked team for each game may be granted the right to host their game.

Preliminary Final: The higher-ranked team may be granted the right to host the game.

Semi-finals – for games being played;

- At the same venue on the same day - The highest-ranked team may be granted the right to host both games.
- At different venues - The higher-ranked team for each game may be granted the right to host their game.

Championship games

- The Board may invite clubs to tender to host Championship games.

Note: In all the above situations, if the team granted the right to host a final chooses to host the game at a venue other than its normal home ground, it must seek approval from the Board.

12.6 Finals Organisation

Clubs that are awarded hosting responsibility for Finals games shall be responsible for all Host Club responsibilities specified in Rule 13.

In addition, and if applicable, the Host Club shall be responsible for the following for all finals games at their ground:

- Collecting gate takings.
- Procuring a liquor license.

In addition, the Host Club shall be responsible for the following for all Championship games:

- Provision of a game commentator.
- Program design, content and printing.
- Half-time/around the ground entertainment.
- PA hire (including Referee microphone).

GV may at its discretion provide funding to the Host Club, and all profits shall be retained by the Host Club.

If there is no designated Host Club:

- The Board shall be responsible for all Host Club responsibilities.
- GV will pay all running costs and retain all profits.

Note: For Championship matches, all Clubs that have participated in a Competition/Division, but are not competing in that Competition/Divisions final shall supply at least two registered GV Members to assist with the Championship match activities including, but not limited to, ball person, chain crew, scoreboard operator, game clock and play clock operators.
Penalty: 4 Units per offence, per match

The VGOA are invited to supply chain crews, ball persons and clock operators, if possible, using non-rostered officials.

12.7 Game Day Administration Finals

The highest-ranked team on the ladder at the end of the regular-season shall be designated the home team.

All requirements of Rule 14 (Game Day Administration) apply to finals. For Championship games, each competing team must supply a team list with player names and jersey numbers to the Host Club or GV Organising Committee no later than the Monday prior to the game.

Penalty: 2 Units per offence

13. Non-Finals Host Club Responsibilities

13.1 Venue requirements

Host clubs are responsible for:

The provision and cleanliness of facilities for players, officials and spectators.

- Suitable change rooms must be available for teams and officials. These rooms should be lockable. It is not acceptable for officials to be asked to change in a toilet.

Ground marking

- Ground marking must be in accordance with the IFAF rulebook (except that, a solid white area between the front of the coaches' box and the sideline are optional for GV games).
- All ground markings must be white unless specifically authorised in advance by the Board.
- The Referee shall report any shortcomings in terms of ground markings on the Referee's Match Report.
- If, in the opinion of the Referee, the ground markings are insufficient to allow for the safe and orderly conduct of the game, the game shall be suspended (see Rule 16.5).

Penalty: 2 Units for repeated reported shortcomings. Clubs are expected to rectify for their next host round.

Ground set up

- All goal posts must be padded with resilient material from the ground to a height of at least 6 feet.
 - A stretcher of a satisfactory standard must be available and readily accessible on the home team sideline.
- Games will not commence until the above have been rectified.

- The field must be roped off or have an appropriate barrier, on all four sides of the ground, to keep spectators clear of the playing area and team area. The rope must be at least 18 feet from the sidelines and end lines and at least 6 feet from the back of the team area (unless this is not possible because of ground limitations).

Where an appropriate barrier has not been provided, the commencement of the game will be at the discretion of the VGOA and Match Day Official, with safety of players and spectators taken into consideration as the first priority.

Penalty: 6 Units

Canteen

- All profits from the canteen belong to the host club.
- Canteen must be operating 30 minutes prior to the scheduled start time of the first game and until at least three-quarter time of the final scheduled game.
- The canteen is expected to have at a minimum, hot food and cold drinks.

Penalty: 4 Units

Scoreboard & scoreboard operator

- A scoreboard must be operational and updated after each score. Where a venue has multiple grounds, it is expected that there is a scoreboard in operation for each ground.

Penalty: 2 Units (No scoreboard)

Penalty: 1 Units (Insufficient score updating)

Ground clean-up

- All costs associated with ground clean-up are the responsibility of the Host Club.

All facilities must be clean and operational not less than two hours prior to the scheduled start time of the first game.

Ground marking and ground set up must be completed prior to the scheduled start time of the first game.

Host Clubs must ensure that spectators (i.e., any persons other than participants of the teams in a match in progress) behave in an orderly manner and that any spectators whose conduct is disruptive to the game, is a threat to any other person or otherwise brings the game into disrepute, is removed.

If the Host Club fails to meet any of the above responsibilities, and in the opinion of the Referee such failure represents a threat to the safety of any person, the game shall be suspended until the problem is rectified. If such problems cannot be immediately rectified, or the host club refuses to rectify the problem, the game will be terminated.

If the Board determines that a ground has not met GV's minimum standards during one or more games in each season, the Board may decide not to allocate games to that ground, for the remainder of the current season and/or for the following season, or until such time as it is satisfied that the standard will be met in the future.

13.2 Equipment

It is the Host Club's responsibility to source the following equipment and set up the field prior to the first game of the day:

- Pylons
- Yardage line markers (the 'numbers')
- Down marker and chain set*

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* These must be available on the home team sideline at least 20 minutes before the scheduled kick-off time.

The VGOA will provide vests for the chain crew, and ball persons. The VGOA will bring all GV-approved footballs to each game. Teams are not permitted to supply or substitute their own footballs before or during the game.

If hosting rights are reassigned, the club agreeing to be the new host assumes the same responsibilities as the original host.

13.3 Chain Crew

It is the responsibility of the Duty Team to supply a 3-person chain crew. Chain crew members must be:

- Registered Participants
 - Registered Volunteers if not otherwise registered as Players, Coaches or Sideline Staff Members.
- At least 13 years of age and sufficiently fit and mobile to fulfill their responsibilities
 - i.e., they cannot be injured players with insufficient mobility

The chain crew shall make themselves available to the officiating crew no later than 15 minutes prior to the scheduled kick-off time for the game at the midfield sideline.

The Referee shall note on the Referee's Match Report the time at which the chain crew made themselves available to the officiating crew.

Penalty: 1 Unit

If the start of the game is delayed by more than 2 minutes because the chain crew was not available at the prescribed time, the Delayed Start provisions of Appendix D shall apply.

13.4 Clock Operators

Game Clock: The designated AWAY team for each game is responsible for supplying a person to operate the game clock under the direction of the officials for that game.

Play Clock: The designated HOME team for each game is responsible for supplying a person to operate the play clock under the direction of the officials for that game.

The clock operators shall make themselves available to the officiating crew no later than 15 minutes prior to the scheduled kick-off time for the game at the midfield sideline.

The Referee shall note on the Referee's Match Report the time at which the clock operators made themselves available to the officiating crew.

If the start of the game is delayed by more than 2 minutes because the chain crew was not available at the prescribed time, the Delayed Start provisions of Appendix D shall apply.

13.5 Club Officials

Prior to the start of the season, the VGOA will advise the GV Board of Management of the requirements for club officials. This will be communicated to clubs no later than one (1) month prior to the season.

14. Game Day Administration

14.1 Match Day Official

To ensure the effective management of the sideline and spectator areas on game days and to represent GV and fulfill responsibilities on behalf of GV, the host club will supply a Match Day Official (MDO).

- The MDO shall be a Member of the host club, and not participating (Playing, Coaching, Side-line Staff) in the game for which they are acting in the role of MDO.
- The MDO shall be made known to the Referee a minimum of 30 minutes prior to the start of each game and will accompany the Referee to meet both Head Coaches prior to all games.

Penalty: Up to 4 Units each offense

The (MDO) shall be responsible for the following:

- Policing team areas to ensure that no spectators or unregistered participants are within the roped off areas.
- Dealing with abusive or unruly spectators.
- Enforce the GV No Smoking policy.

The MDO can at their discretion consult with the Officials and both Head Coaches as to the best course of action.

The MDO shall report any noteworthy incidents, failure to comply with GV requirements or infractions of GV policies, to the GV Board.

14.2 Match Day Paperwork

The Team list is accessible via the assemble portal. The following forms shall be completed and submitted on match day, by the responsible parties as outlined in Rule 14.3.

Pre-match

Every participant must be added to sign on sheet, with full name and signature.

- The participants required to sign the sheet include anyone inside the barricaded off area of the field:
 - Players, including jersey number, and a check in the box to indicate if they are active/inactive for the game
 - This is to differentiate between players that playing on any given week, and those not suited up due injury, but are still participating on the sideline in another role and need to sign the team sheet
 - Coaches
 - Sideline staff members, including medics, team manager, film/camera operators.
 - Any match official (chain crew, clock operator, ball person) supplied by your Club

The team sheet shall include a count of the number of suited up players for the game.

Penalty:

Post-match

- Signed team sheet must be provided and will be verified to confirm players participation.
 - A clear image of the team sheet must be provided to the registrar via email (Registrar@GridironVictoria.com.au) by 5pm on Tuesday following the game.
 - A scanned PDF of the team sheet is the preferred format for receipt of the team sheet.
 - Consistently unreadable team sheets will be consider not provided after two warnings across the season.
- An injury report must be provided to the GV Registrar.
 - All injuries must be reported to the GV Registrar using the GV Injury Report, which must be completed, signed and submitted within three (3) days of the completion of the game.
- Referee's Match Report
 - The VGOA will submit an electronic report, in an agreed format, to the Board at the end of each round. This report will highlight any issues regarding grounds and club personnel, team numbers (which will be cross-referenced with Team Sheets), note any significant injuries or delays, disqualified players, other incidents or issues and game scores.

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14.3 Responsibilities for Match Day Paperwork

GV Clubs

- Team Sheets
- Injury Reports
- MDO Report (if/as required – no proforma, simply emailed to Registrar@GridironVictoria.com.au)

VGOA

- Referee's Match Report

15. Game Day Playing Requirements

15.1 Minimum Number of Players

For a game to commence, each team must have a minimum number of players in uniform, fit and ready to play per the following table.

Game format	Min no of players
11 on 11	15
9 on 9	12
7 on 7	9
6 on 6	8
5 on 5	6

If the number of fit players falls below the minimum number during the game and the Referee is of the view that it is unsafe to continue the game shall be suspended even if the team wishes to continue and shall be treated as an involuntary forfeit for the purposes of penalty (Rule 16.3).

15.2 Maximum Number of Participants (per team)

Teams will have a maximum number of players eligible for each game with these limits defined below.

Competition	Maximum Players per team
Senior Men	40
Senior Women	30
U18	N/A
U15	N/A

While a Team can have more players in their overall playing squad, the team can only field the number of players for any given game (regular season and finals) in line with the requirement of this clause. All players must be registered.

15.3 Coaches

For a game to commence and continue, each team must have at least one (1) person who meets the minimum accreditation standards for coaches (Rule 9). Any team that does not have at least one (1) accredited coach will be charged with an Involuntary Forfeit, per Section 16.3.

15.4 Ball Person

For a game to commence and continue, each team must provide a ball person who must be registered with GV. Failure to provide a ball person on time resulting in a delayed start to the game will be penalised per Section 16.1, and not providing a ball person will result in an Involuntary Forfeit to the offending team, per Section 16.3.

Failure to return balls to the GV officials at half time and/or full time will result in the Club being charged the cost of replacement football(s).

15.5 Medics

Gridiron Victoria have engaged the services of a medical services provider, who will be in attendance for all sanction GV games, both regular season and finals.

The provision of this service will be managed by the GV Board and will not form part of the Host Club Duties - beyond providing a suitable location for the Ambulance and Attendant to position on the day. This cost has been factored into the GV player fees for the 2024 season.

Clubs are still encouraged to have sideline medic available for low grade injuries and care (ice packs, bandages etc.) to ensure players are seen to in a timely manner and can return to the games in the event of low-grade injuries (cuts and

bruises etc.). These sideline assistants need to be GV registered as volunteers but are not required to hold specific accreditation.

15.6 Club Officials

All teams are required to provide at least one (1) Level 0 club official to officiate at each of their own games.

The VGOA will provide shirt, flags, and a cap for club officials. Each club official will be required to provide their own plain black track pants or black shorts (with a predominantly black belt) and appropriate (predominantly black) footwear.

Penalty: Up to 20 Units and team exclusion from finals.

In the event club officials officiate the game, but their performance is considered by the VGOA crew to be unacceptable, the following will apply:

1st offence: VGOA will provide written notification to the individual, the club and to GV of:

- Areas of performance needing improvement.
- The consequences of a second unacceptable performance.

2nd offence: VGOA will provide written notification to the individual, the club and to GV that the individual is no longer able to participate as a club official.

15.7 Loan Players

The following rules have been developed to assist in the smooth transition of any Loan Player Assistance (LPA).

1. Any registered team in GV can request LPA from the GV Committee as a short-term measure.
2. If a requesting team has 20 or more able-bodied players LPA will not be granted.
3. The team requesting LPA must be able to field the required minimum number of able-bodied players for its competition, from their own playing group, for the game LPA is required. If not, the game will be declared an involuntary forfeit.
4. A maximum of 8 loan players may be provided to the requesting club for any one game.
5. A maximum of 4 loan players may take the field at any one time.
6. All loan players are permitted to play in any position unless the opposing Head Coach objects. Objections must be made to the Referee for the game and will be adhered to.
7. All loan players will be permitted to wear their original club's helmet.
8. All loan players must wear the requesting team's uniform which must be supplied by the requesting team.
9. Loan players are permitted to play for their own team in the same round but not in the same game.
10. Loan players and requesting clubs are subject to the same rules and penalties as any other players and clubs.
11. No player who has been disqualified or is under suspension will be permitted to participate as a loan player until the suspension is served.
12. No specialist player can be an LPA
13. LPA will not be granted in any finals match.
14. LPA requests must be received, in writing, by the GV Registrar via email (Registrar@GridironVictoria.com.au) no later than 5pm on the Wednesday prior to a game. No requests will be considered after that time.
15. The Board has the right to deny any request for LPA. Any such decision is not subject to appeal.

16. Delays, Forfeits and Suspension of Games

16.1 Delayed Start to a Game penalties

Refer to Appendix D for details of the procedure for delayed starts.

- Competing teams and the Host Club are to ensure that everything is in place for games to commence within 2 minutes of the scheduled start time.

Penalty: 1 Units for a delay of more than 2 minutes, up to 8 minutes.

Penalty: 2 Units for a delay of more than 8 minutes and up to 14 minutes.

The above penalties are in addition to penalties for not supplying side line staff within the required timeframes.

- If the kick-off is delayed by more than 14 minutes, the game shall be declared:
 - An involuntary forfeit (if the delay is caused by one or both competing teams, refer Section 16.3) or,
 - Suspended (refer Section 16.8).
- At the end of a game, when a following game is scheduled, both competing teams are to vacate the playing surface to the sidelines within five (5) minutes to allow the proper warmups for the following game. This time commences when the Referee officially concludes the match and is only intended to provide time for the handshakes following the match. Game debriefs and warm downs shall be conducted on the sidelines.

Penalty: 2 Units

- All teams who have just completed their games have a maximum of 20 minutes to vacate the team and sideline area to allow the participants in the next game to take the field.

Penalty: 2 Units

16.2 Voluntary Forfeits

A 'voluntary forfeit' occurs when a team determines that it does not have enough fit players to commence or continue a game or decides for any other reason not to commence or continue a game.

There are two levels of penalty, depending on when notification of the forfeit is provided to the GV Registrar via email (Registrar@GridironVictoria.com.au).

- Tier 1 - Notification via the prescribed channels is received by 5 pm Thursday preceding the game

Penalty: Up to 20 Units, and suspension of team from the Competition

- Tier 2 – Notification received after 5 pm Thursday preceding the game

Penalty: Up to 40 Units, and suspension of team from the Competition

16.3 Involuntary Forfeit

An 'involuntary forfeit' occurs if a team does not meet the requirements of these rules to commence or continue a game.

Reasons for the imposition of an involuntary forfeit include:

- Insufficient fit players in uniform to commence the game (Rule 15.1).
- No accredited coach (Rule 15.3).
- Ball person not provided (Rule 15.4).
- Failure of a team to have a suitably qualified medic (Rule 15.5).

If the game cannot commence because both teams fail to meet the requirements, an involuntary forfeit will be imposed on both teams.

16.4 Result of Forfeited Game

In the event of one team receiving a voluntary or involuntary forfeit:

- If the game has not commenced or has commenced and the offending team is ahead in the score, or the score is tied at the time of the forfeit, the game will be recorded as a 7-0 win to the opponent.
- If the game has commenced and the offending team is behind in the score at the time of the forfeit, the actual score shall stand.

If both teams forfeit, no result shall be recorded, neither team shall receive match points and the Board may determine additional penalties.

All players for the team that were not responsible for the forfeit will have a game towards finals eligibility awarded. If both teams forfeit neither team will have the game count towards their final's eligibility.

16.5 Reasons for Suspension of Games

A game may be suspended, before or after the commencement of the game, at the sole discretion of the Referee, for any of the following reasons:

- Extreme weather conditions (e.g., heat or lightning)
- Inability to commence or continue a game because of a failure of the Host Club to meet its responsibilities (e.g., hazardous ground conditions, no chain crew)
- Any other circumstance beyond the control of the Host Club or competing teams which in the opinion of the Referee represents a threat to the safety of any person.

Should a game be suspended for any of the reasons laid out in 16.5 above, both clubs will have the game count towards their final's eligibility for all members identified on the signed team sheet.

If a game cannot commence or continue because of a failure by one or both competing teams to meet its or their responsibilities, the game shall not be suspended, but shall be declared as a forfeit against the offending team or teams in accordance with Rules 16.2 and 16.3.

If a game cannot be completed, other than because of a failure by one or both competing teams to meet its or their responsibilities the game shall be declared as a forfeit against the offending team or teams in accordance with Rules 16.2 and 16.3.

16.6 Suspension of regular season games due to extreme weather conditions

Hot weather is governed by the GV Hot Weather Policy (Appendix B). The Referee shall be the sole judge as to whether any other extreme weather condition, outside the provisions of the GV Hot Weather Policy, present a threat to participant safety and warrant suspension of a game, while ensuring every effort is made to try and have the game played.

If a game is suspended due to extreme weather before the start of the game, or before the start of the second half, and cannot be completed:

- The game will be declared a 0-0 tie.
- Match points will be awarded accordingly.
- Fouls incurred during the game shall count for ladder tie-break purposes.
- All disqualifications and reports arising from the conduct of participants during the game shall stand.
- The game will count towards players final's eligibility for all members identified on the signed team sheet.

If a game is suspended after the start of the second half, due to extreme weather conditions and cannot be completed:

- The game will be declared a completed game.
- The score at the time of the suspension shall stand.
- Fouls incurred during the game shall count for ladder tie-break purposes.
- All disqualifications and reports arising from the conduct of participants during the game shall stand.
- The game will count towards players final's eligibility for all members identified on the signed team sheet.

16.7 Suspension of Finals Due to Extreme Weather Conditions

If a game is suspended due to extreme weather before the start of the game, or before the start of the second half, and cannot be completed:

- The team that finished higher on the ladder shall be declared the winner.
- All disqualifications and reports arising from the conduct of participants during the game shall stand.

If a final is suspended after the start of the second half, due to extreme weather conditions and cannot be completed:

- The game will be declared a completed game.

- The score at the time of the suspension shall stand.
- All disqualifications and reports arising from the conduct of participants during the game shall stand.

16.8 Suspension of Regular Season Games or Finals for Reasons other than Extreme Weather Conditions

If any game is suspended at any time before or after the start of the game, for reasons other than extreme weather conditions and cannot be completed, the Board shall meet, in person or via email, within 48 hours to consider the reasons for suspension. The Board may:

- Order the rescheduling or resumption of the game at a time or place to be determined by the Board, or
- Declare the result of the game and the score to be recorded.

17 Uniforms

Uniform colours are to be specified on the Team Registration Form (Rule 7.4). A request to vary the uniform rules must be submitted in writing, no less than one (1) week prior to the game for which the variation is requested. Variations requested less than one (1) week prior to the game will only be considered if there are extenuating circumstances.

The colour combinations of the existing clubs are listed in the table below.

Team	Primary Shirt Colour	Shirt Trim Colour	Pants Colour	Helmet Colour
Bendigo Dragons	Vegas Gold	Navy Blue	Navy Blue	Vegas Gold
Croydon Rangers	Forest Green	Silver	Forest Green	Silver
Geelong Buccaneers	Navy Blue	Sky Blue	Navy Blue	Navy Blue
Warriors Gridiron	Cardinal Red	Yellow Gold	Cardinal Red	Cardinal Red
Melton Wolves	Magenta	White	Black	Black
Northern Raiders	Silver	Black	Black	Silver
South Eastern Predators	Black	Yellow, Red	Black	Black
Southern Vikings	Purple	Yellow	Yellow/White	White
Western Crusaders	Crimson Red	Black	Crimson	White

The following uniform combinations are acceptable registered alternate uniforms with GV.

- Bendigo Dragons: Navy Shirt White Trim Navy Pants (From 2024)
- Geelong Buccaneers: White Shirt, Navy Trim, Navy Pants (From 2024)
- Northern Raiders: Black Shirt Silver Trim Black Pants
- South Eastern Predators: Yellow Shirt Black Trim Black Pants
- Warriors Gridiron: Cardinal Red Shirt Yellow Gold Trim Yellow Pants (From 2024)
- Western Crusaders: White Shirts Red Trim White Pants

Teams wishing to change their colours, or new teams entering a competition, must obtain approval for a new uniform from the Board as set out in the procedure below.

Teams are encouraged to choose a distinct colour combination from the primary colours of existing teams. Teams wishing to have colours that clash with existing colour combinations will also need an alternate uniform to be worn in those games.

If the Board or VGOA determine that there is a ‘colour clash’ (i.e., insufficiently contrasting colours for safety and the effective administration of the game), the following procedure shall be used to determine which team shall be required to change jerseys:

- If the two Clubs joined GV at the same time (in the same season), and have not changed their colour scheme, the away team shall be required to change to their alternate uniform. (For the purposes of this rule, all Clubs admitted to GV prior to 2011 are deemed to have joined GV at the same time.)
- If one of the Clubs joined GV, or changed their colour scheme, more recently than the other, that team shall be required to change to their alternate uniform, even if it is their home game.

To obtain approval for a new or changed uniform:

- Supply the Board with a full-colour photograph of the proposed uniform.

This requirement may be waived if, for example, the Club is re-entering a team with its previous uniform and the Board is satisfied that no colour clashes will result.

- If it is a new, or changed, uniform, teams must ensure that it complies in all respects with the IFAF playing rules. Particular attention is drawn to the following:
 - Jersey numbers: Must be clearly visible, Arabic numerals measuring at least 8 and 10 inches in height front and back. The number must be of a colour that itself is clearly in distinct contrast with the colour of the jersey, irrespective of any border around the number.
 - Pants: Must be long enough to cover the knees.

Clubs are strongly encouraged to consult with the VGOA to ensure compliance before submitting their request to the Board or placing orders.

- If a colour photograph is not available because the uniform is not ready, a complete description of the uniform must be supplied, along with colour samples.
- If the proposed uniform is deemed to clash with an existing uniform, an alternate uniform must be submitted for Board and VGOA approval.
- New teams will be required to wear their alternate uniform when playing the existing team, irrespective of which team is listed as the home team on the fixture.
- If the alternate uniform is acceptable, the newest team with that colour will always have to wear their alternate uniform in a case where there is a clash, regardless of which team is listed as the home team on the fixture.
- If an established team changes its primary uniform colour and a colour clash results, it then becomes the newest team with that colour and subject to the same rules as a new club.

Teams wishing to wear alternate shirts must defer to all primary uniform rules as above (i.e., Crusaders must change out of Crimson Red when playing the Warriors in all Divisions bar Women where the opposite applies - Warriors women must change to white).

Teams can mutually agree as to who will wear what uniform when playing each other provided it does not result in a colour clash. If agreement cannot be reached, the primary uniform rules will apply.

All players shall be in matching uniform. This includes players shirts, pants and helmet, as well as items including socks and under garments (leggings and undershirts with visible sleeves).

Penalty: Up to 4 Units per match (not per violation in the same game)

Note – The requirements for helmet, shirt & pants to be uniform will be lenient for the 2024 season but will be policed from the commencement of the 2025 season. Socks, leggings, towels, and under garments are easier to adapt immediately, and will be policed from Week 2 of the 2024 season. The only 'non-uniform' items are to be shoes, gloves & mouth guards.

18 Conduct of participants

18.1 Abuse of officials – Zero Tolerance

GV will not tolerate abuse of officials by participants or spectators.

It is the responsibility of the coaches to control themselves, their players and sideline staff.

It is the responsibility of clubs to control their spectators.

Abuse shall be interpreted as, but not limited to:

- Any critical or demeaning comment about an official's honesty, integrity, ability, or appearance
- Any critical or demeaning comment about officials generally
- Any foul or abusive language directed toward an official.

Persons subject to the playing rules who are disqualified from game for abuse of an official shall be subject to the following penalties at the discretion of the GV Board:

- 1st offence: 1-50 game suspension.
- 2nd offence: 2-50 game suspension.
- 3rd offence: 6-50 game suspension.
- 4th offence: Permanent disqualification from the league.

Any spectator who abuses, or otherwise behaves in an unacceptable manner toward, an official should be immediately spoken to by the Match Day Official and members of the Host Club Committee and advised that their behaviour is unacceptable.

If a spectator continues to abuse, or behave in an unacceptable manner toward an official:

- The officials shall stop the game.
- Head Coaches from both participating clubs shall approach the spectator and advise them their behaviour is unacceptable and request that they leave the venue.
- If the spectator is identified as a registered participant of a ~~non-competing~~ GV club, the Match Day Official shall make a report to the Board.

18.2 Team Area Restrictions

Teams are responsible for the conduct of all persons, registered or unregistered, within their team area.

No participant shall gain an unfair advantage for a team by observing the game from outside the team area and then communicating with the team's players or coaches. The Match Day Official is responsible for monitoring such activity and preventing it and/or reporting it to the Board. Such activity includes, but is not limited to:

- Team personnel observing the game from behind the end zone and then returning to the team area or communicating electronically to persons in the team area.
- Team personnel or other registered participants observing from the vicinity of the opposing team and gaining an unfair advantage by communicating information gained thereby to persons in the team area.
- Video camera operators gaining an unfair advantage by communicating information to persons in the team area.

Ball persons, chain crew, film, camera persons, and statisticians are permitted outside the team area but may not gain an unfair advantage by communicating with players from outside the team area.

18.3 Tribunal

All matters in the first instance will be reported to the GV Board of Management who will determine if a breach of the rules has occurred. The GV Board may then do one of three (3) things:

1. If a plea of guilty is entered, decide as to penalty as soon as possible.
2. If a plea of Not Guilty is entered, determine if there is a case to answer. If not, then dismiss the matter.
3. If a plea of Not Guilty is entered and the Board decide the matter should proceed to a formal Tribunal, then the Board should arrange this as soon as possible.

18.4 Suspensions

Any player who is suspended for an incident will be ineligible to compete in any game in any competition for the duration of the suspension issued.

For example,

1. if a player is suspended for 1 match in a Round 2 Division 1 game, the player **WILL NOT** be eligible to play in any game in Round 3 match across all competitions,
2. if a player is suspended for 1 match playing in a competition that has a bye during his allocated suspension, no other competition games will be counted as a suspended game.

The GV Tribunal By-Laws are contained in Appendix D.

POST-SEASON

19. League awards

19.1 Senior Championship Presentations

At the conclusion of each Senior Championship game, the following awards will be presented:

- Winning team medallions.
- Winners' pennant (subject to availability).
- Championship trophy.
- Most Valuable Player (Decided by a panel appointed by the Board).
- Medallions to the on-field officials.

The Board shall be responsible for the purchase all of awards and engraving of the Winning team medallions and Championship trophy.

19.2 Senior Men and Women Season Awards Presentation Night

The Board will decide whether to hold an annual Senior Men and Women Season Awards Presentation Night after the conclusion of the regular season and shall be responsible for organising the night and the purchase and presentation of the following awards.

- All awards listed in Section 19.4.
- The All-Victorian Team (Section 19.6).
- Life Memberships, if any (Section 19.7).

It is mandatory for all Clubs fielding Senior teams (other than Exhibition Teams) to purchase a minimum of 10 tickets (Men) and 10 tickets (Women) to the GV Presentation Night. The cost of these tickets, plus any additional tickets, will be debited to each Club's GV account. It is the joint responsibility of each trophy winner from the previous year, and their current Club, to collect the perpetual trophies and deliver them to the appointed GV Board representative by the date requested. If this is not done, the cost of any new trophies will be charged to the Club responsible.

19.3 Junior Competitions Season Awards Presentation

A representative of the Board will present the following awards and trophies after the Junior Competition Championship games.

- Winning team medallions.
- Winners' pennant (subject to availability).
- Championship trophy.
- Most Valuable Player award (Decided by a panel appointed by the Board).
- Medallions to the on-field officials.
- All awards listed in Rule 19.4 which apply to Junior Competition players.

19.4 Awards

The following trophies will be awarded each year. The columns in the table indicate to which Divisions and/or Age Groups each award applies.

Award	Senior Men Division 1	Senior Men Division 2	Senior Men (Combined)	Senior Women	U18	U15
Offensive Line of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Defensive Line of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Offensive Player of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Defensive Player of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
League Most Valuable Player	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Coach of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rookie of the Year	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Official of the Year			<input type="checkbox"/>			

The VGOA will also present its own awards for the following:

- Best and Fairest Player in each Senior and U18 Division.
- Best Conducted Club.

19.5 Voting criteria and procedures

Coaches will nominate the best players from the opposition team after every game. Votes will be collected by VGOA officials after each game.

- Best O-Line Player
- Best D-Line Player
- Best Offensive Player
- Best Defensive Player
- Most Valuable Player

No player will be eligible to win multiple awards

19.6 All-Victorian team

Procedure to be set by the GV Board prior to the season commencing.

19.7 Life Membership

Refer to the GV Life Membership policy.

APPENDIX A – SUMMARY OF GRIDIRON VICTORIA PEANLTIES FOR BREACH OF THE RULES OF OPERATIONS

The price of a single unit is defined in the Budget (Section 6).

Section	Rule / Requirement	Infraction	Penalty
12.6	Clubs with a team that isn't competing in the Championship game must, at the request of the GV Board, supply up to two GV Members to assist with the functioning of that game.	Club fails to supply one or both required GV Members to assist with the Championship game in which their Clubs is not competing.	4 Units, per person, per match.
12.7	For Championship games, each competing team must supply a team list with player names and jersey numbers to the Host Club or GV Organising Committee no later than the Monday prior to the game.	The list is not supplied by the cut-off, or has incorrect information provided	2 Units per match.
13.1	Ground marking must be in accordance with the IFAF rulebook	Any reported shortcomings of the ground marking are not rectified for the Clubs next hosting duties. If the infraction causes a suspension of the game, penalty units associated with that will apply (see Section 16.5).	4 Units.
13.1	The ground is to be set up, as specified in the Ops Rules	The Host Club fails to meet the requirements of the ground set up. If the infraction causes a suspension of the game, penalty units associated with that will apply (see Section 16.5).	4 Units.
13.1	Canteen must be operating 30 minutes prior to the scheduled start time of the first game and until at least three-quarter time of the final scheduled game, with a minimum of hot food and cold drinks.	The Host Club fails to meet the requirements of the ground set up.	4 Units.
13.1	A scoreboard must be operational and updated after each score. Where a venue has multiple grounds, it is expected that there is a scoreboard in operation for each ground.	No scoreboard supplied Insufficient score updating	2 Units. 1 Unit (per match) infringement applies to.
13.3	Chain crew to make themselves available at least fifteen (15) minutes before the scheduled kick-off	Chain crew (or member of) arrive five (5) or more minutes late (ten (10) or fewer minutes before the scheduled kick-off).	1 Unit.
13.4	Clock operators to make themselves available at least fifteen (15) minutes before the scheduled kick-off	Clock operator arrives five (5) or more minutes late (ten (10) or fewer minutes before the scheduled kick-off).	1 Unit.
14.1	The host club will supply a MDO.	Failure to provide a MDO while hosting	4 Units each match without an identified MDO.
14.1	The MDO must present themselves to the Referee a minimum thirty (30) minutes prior to kick-off	MDO arrives between five (5) and up to ten (10) minutes late (twenty-five (25) to twenty (20) minutes before scheduled kick-off).	1 Unit.
14.1	The MDO must present themselves to the Referee a minimum thirty (30) minutes prior to kick-off	MDO arrives ten (10) or more minutes late (twenty (20) or fewer minutes before scheduled kick-off).	2 Units

14.2	All participants are required to be registered with GA & GV.	Participation in a game by an unregistered player or coach	4 Units per player or coach, per match. 2 Points lost in standings for each match.
14.2	All participants are required to be registered with GA & GV.	Participation in a game by unregistered sideline staff (e.g., Medic, Team Manager, Film, Camera, Stats, Chain Crew, Ball Person, etc.)	First Offence: Warning. Subsequent Offence: 1 Unit per person.
14.2	A completed team sheet must be provided to the GV Registrar via email by 5pm on Tuesday following the game.	The completed Team Sheet is provided after the deadline.	First Offence: 1 Unit. Subsequent Offence: 2 Units.
14.2	A completed team sheet must be provided to the GV Registrar via email by 5pm on Tuesday following the game.	A Team Sheet, legibly completed and on the specified GV Form is not provided. (Recommend scanning)	8 Units. 2 Points lost in standings. The game will not count for finals eligibility for any player associated with the infraction.
15.6	All teams are required to provide at least one (1) Level 0 club official to officiate at each of their own games.	Club officials do not present for their rostered match or provide an appropriate substitute – Men's Senior Matches	First Offence: 10 Units. Second Offence: 10 Units and Loss of 2 Competition Points. Subsequent Offence: 20 Units and team removed from final eligibility.
15.6	All teams are required to provide at least one (1) Level 0 club official to officiate at each of their own games.	Club officials do not present for their rostered match or provide an appropriate substitute – Women's Senior, and All Junior Matches	First Offence: 5 Units. Second Offence: 5 Units and Loss of 2 Competition Points. Subsequent Offence: 10 Units and team removed from final eligibility.
16.1	Competing teams and the Host Club are to ensure that everything is in place for games to commence within 2 minutes of the scheduled start time.	Game start is delayed by more than 2 minutes, up to 8 minutes	1 Unit.
16.1	Competing teams and the Host Club are to ensure that everything is in place for games to commence within 2 minutes of the scheduled start time.	Game start is delayed by more than 8 minutes, up to 14 minutes	2 Units.
16.1	At the end of a game, when a following game is scheduled, both competing teams are to vacate the playing surface to the sidelines within five (5) minutes to allow the proper warmups for the following game.	Field is not vacated within five (5) minutes following the conclusion of the game.	2 Units.
16.1	All teams who have just completed their games have a maximum of 20 minutes to vacate the team and sideline area to allow the participants in the next game to take the field.	Sideline is not vacated within twenty (20) minutes of the conclusion of the match.	2 Units.

16.2	Voluntary forfeit due to inability to field a team.	Notification of voluntary forfeit received prior to 5pm Thursday preceding the game.	First Offence: 10 Units. Second Offence: 10 Units & loss of finals eligibility Third Offence: 20 Units and suspension of team for remainder of season.
16.2	Voluntary forfeit due to inability to field a team.	Notification of voluntary forfeit received after 5pm Thursday preceding the game.	First Offence: 15 Units. Second Offence: 20 Units & loss of finals eligibility Third Offence: 30 Units and suspension of team for remainder of season.
16.3	A team must meet the minimum number of fit players, have an accredited coach, and provide a ball person to commence or continue a match.	Involuntary forfeit of a team that does not meet the requirements to commence or continue a game.	First Offence: 15 Units. Second Offence: 20 Units & loss of finals eligibility Third Offence: 30 Units and suspension of team for remainder of season.
16.5	Reasons for game suspension.	Game is suspended as the Host Club has failed to meet its responsibilities	10 Units.
17	All players shall be in matching uniform.	Players wearing different color shirt, pants or helmet. <i>Penalty currently suspended for season 2024</i>	First Offence: 2 Units. Subsequent Offence: 4 Units.
17	All players shall be in matching uniform.	Players wearing different color socks, or visible under garments (long sleeve undershirts and leggings). Penalty is superseded if shirt, pants or helmet penalty is applied.	First Offence: 1 Units. Subsequent Offence: 2 Units.

APPENDIX B – GRIDIRON VICTORIA HOT WEATHER POLICY

1. STATEMENT

Gridiron Victoria has a responsibility to take a positive role in educating and increasing the awareness of its registered players towards the dangers of physical activity in the heat. The Gridiron Victoria Hot Weather Policy has been formulated which reinforces the guidelines produced by Sports Medicine Australia, (Vic Branch). The policy shall apply to all members, administrators, officials, coaches and players associated with Gridiron Victoria.

2. BACKGROUND

Exercise in the heat creates competitive demands on the cardiovascular system, which is required to increase blood supply to the exercising muscles. At the same time, it must regulate the body temperature by increasing skin blood flow to produce the sweat that keeps the body cool. High intensity exercise in a hot environment, with the associated fluid loss and elevation of the body temperature, can lead to dehydration, heat exhaustion and eventually heat stroke. Heat stroke is a potentially fatal condition and must be treated immediately by a medical professional and can still occur in the presence of good hydration. An individual's ability to regulate body temperature is dependent on several physical and external factors and when considering suspending a specific sporting event, there are many factors that need to be considered. One way of evaluating the external environment is Wet-Bulb Globe Temperature (WBGT). WBGT measures thermal stress. It is a more reliable indicator than ambient temperature (degrees Celsius) as it considers humidity. Humidity indicates how saturated the air is with water molecules. The higher the humidity, the less likely the chance to cool off, through the evaporation of sweat. WBGT is not the same as temperature in degrees Celsius, i.e., 35 degrees Celsius, 20% relative humidity, is approximately a WBGT of 27.6 degrees Celsius. Within this policy, guidelines have been produced to assist GV in deciding whether to suspend or modify games or training. However, these guidelines are not binding, and all parties must act responsibly.

3. POLICY

3.1 Action Plan for Suspension of Events

GV will enforce the following action plan for suspending gridiron/flag football games on days of hot weather:

- The GV Match Day Official will obtain the WBGT one-hour prior to the programmed start time of the game from the Victoria Weather Bureau's website page at <http://www.bom.gov.au/products/IDV65079.shtml>. If the WBGT is unavailable, GV is to obtain the ambient temperature.
- The Hot Weather Guidelines Checklist is to be completed by a GV representative. An attachment to this policy contains pre-calculated values for most questions on the checklist.
- Gridiron Victoria will contact teams and recommend that the game be suspended and re-scheduled if the points score from the checklist exceeds sixty-five (65) and:
 - The WBGT is above 28 (an ambient temperature of 35 degrees Celsius is to be used as equivalent to 28 WBGT if the WBGT is not available) or,
 - The age of most participants gets a point value of 8 on the Hot Weather Guideline Checklist.

3.2 Upon being contacted by GV, the host team contact is required to:

- Contact the participant teams and decide in consultation whether the game is to be suspended.
- Notify the GV representative of the decision 30 minutes prior to the scheduled start time of the game.

For all games that are suspended, GV has a responsibility to:

- Reschedule, wherever possible, the affected match.
- Record the match as a 0-0 draw if it is not possible to reschedule the match. Match points will be awarded accordingly.
- If one or both team contacts are unable to be contacted, the game will go ahead as scheduled.
- Games that are not suspended may still be modified to accommodate the heat, with agreement between the two Head Coaches. (Refer to Section 4 below for suggested modifications to decrease the risk of injury caused by heat.)

4. NON-SUSPENSION/MODIFICATION OF GAMES.

4.1 If a game is not suspended, it is recommended that the following precautions be implemented to ensure the safety of all participants if checklist point score is from 56 to 74.

- A reduction in playing time and extended rest periods to ensure opportunity to rehydrate during the game. This is to be actively promoted by coaches, officials and captains during the rest periods. Playing Time could be reduced if the checklist point score is above 65.
- Reformatting the game to include five-minute breaks at the end of the first and third quarter if the checklist point score is above 65 and allowing for and promoting extra drink breaks and . A referee's timeout shall be called for this purpose if the checklist point score is above 55.
- Providing adequate shaded areas (where possible) and water if the checklist point score is above 65.

5. TRAINING

5.1 Action Plan for Cancellation of Training

GV will enforce the following action plan for suspending gridiron/flag football training on days of hot weather:

- GV clubs are to obtain the WBGT within an hour prior to the programmed start time of training from <http://www.bom.gov.au/products/IDV65079.shtml>. If the WBGT is unavailable the club is to obtain the ambient temperature.
- The Hot Weather Guidelines Checklist is to be completed by a representative of the club. An attachment to this policy contains pre-calculated values for most questions on the checklist.
- The representative of the club is to contact the Head Coach and recommend that training be suspended if the points score from the checklist exceeds sixty-five (65) and:
 - The WBGT is above 28 (an ambient temperature of 35 degrees Celsius is to be used as equivalent to 28 WBGT if the WBGT is not available) or.
 - The age of most participants gets a point value of 8 on the Hot Weather Guideline Checklist.
- Upon being contacted by the representative of the club, the Head Coach is to;
 - Decide whether training is to be suspended and,
 - Notify the representative of the club of the decision prior to the programmed start time of training.

Note: Training that is not suspended should be modified by the Head Coach to accommodate the heat. (Refer to Section 4 below for suggested modifications to decrease the risk of injury caused by heat.)

6. NON-SUSPENSION/MODIFICATION OF TRAINING

6.1 If training is not suspended, it is recommended that the following precautions be taken to ensure the safety of all participants, if the checklist point score is from 56 to 74.

- A reduction in training time, extended rest periods and extra rest periods to ensure opportunity to rehydrate during the training. Hydration is to be actively promoted by coaches during the rest periods.
- Providing adequate shaded areas (where possible) and water.

7. EDUCATION

7.1 All Clubs will be issued with the Smart Play Hot Weather Guidelines as a point of referral (see attached) as well as being issued a copy of this policy.

8. POLICY REVIEW

8.1 The GV Hot Weather Policy will be reviewed on an annual basis to ensure that it remains current and practical.

HOT WEATHER GUIDELINES CHECKLIST.

1. WBGT	
2. Overall duration of Event	
3. Individual Intensity during the Event	
4. Acclimatisation of Participants	
5. Athletic ability of individuals	
6. Age of participants	
7. Time between available drinks	
8. Time of the event	
9. Surface Type	
10. Venue	
11. Other predisposed medical conditions of participants.	
12. Other factors to consider; Shade Available Water freely available Sports trainer/first aid person on site Individual body fat of participants	Home team (YES/NO) Away team (YES/NO) YES/NO YES/NO
Total Point Score:	

1. **Wet Bulb Globe Temperature.**
 - 0-18 degrees 2
 - 18-22 degrees 10
 - 23-28 degrees 14
 - 28 + degrees 20
2. **Overall Duration of Event.**
 - 0-30 minutes. 2
 - 30-60 minutes 4
 - 60-2 hours 6
 - 2 hours + 8
3. **Individual Intensity during the Event.**
 - Easy pace throughout 2
 - Moderate pace, breaks in intensity 4
 - Moderate pace throughout 6
 - Sustained effort with some breaks 8
 - Sustained effort throughout 10
4. **Acclimatisation of Participants.**
 - Used to hot weather conditions 2
 - Used to warm weather conditions 5
 - Used to cool/wintry conditions 8
5. **Athletic Ability of Individuals.**
 - Elite fitness levels 2
 - Good fitness level 6
 - Moderate fitness levels 6
 - Low fitness levels 8
6. **Age of Participants.**
 - 18 -30 2
 - 13 -17 5
 - 30 -40 5
 - 40 + 8
 - Under 13 8

7. Time Between Available Drinks.

0-15 minutes	2
15 -25 minutes	4
25 -35 minutes	6
35 -45 minutes	8
45 + minutes	10

8. Time Of The Event.

Before 9am	2
After dark	2
9am till 11am	5
3pm till sunset	5
11am to 3pm	10

9. Surface Type.

Water	1
Grass	2
Boards	4
Sand	6
Synthetic Surface	6
Asphalt	8

10. Venue.

Indoor air conditioning	1
Indoor no air conditioning	4
Outdoor	8

11. Other Predisposed Medical Conditions Of Participants.

Yes	6
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12. Other Factors To Consider.

Shade available during breaks	Yes/No
Water freely available at venue	Yes/No
Sports trainer/first aid person on site	Yes/No
Individual body fat of participants	High/Low

Complete your checklist

Determine the point score for each item.

These categories may not be exactly to your needs, so use common sense and, if in doubt, choose the higher value to err on the side of caution.

Total of Your Sport =

APPENDIX C – SAFETY-RELATED EQUIPMENT RULES

EXTRACTS FROM THE IFAF RULE BOOK WITH GV MODIFICATIONS

Mandatory Equipment

All players must wear the following mandatory equipment:

- a. Helmet.
- b. Hip pads.
- c. Jersey.
- d. Knee pads.
- e. Mouthpiece.
- f. Pants.
- g. Shoulder pads.
- h. Socks (Exception: Barefoot kickers).
- i. Thigh guards.

Specifications

<i>Helmets.</i>	Must be fitted with a facemask and a secured four- or six-point chin strap, all points of which must be secured whenever the ball is in play. Non-standard overbuilt facemasks are illegal.
<i>Hip pads.</i>	Hip pads must include a tailbone protector.
<i>Jersey.</i>	The jersey must have sleeves that completely cover the shoulder pads. It must not be altered or designed to tear and must cover all pads worn at or above the waist.
<i>Knee pads.</i>	Knee pads must be covered by pants. The pants and knee pads must cover the knees. No pads or protective equipment may be worn outside the pants
<i>Mouthpiece.</i>	The mouthpiece must be an intra-oral device of any readily visible colour. It must not be white or transparent. It must cover all upper teeth. It is recommended that the mouthpiece be properly fitted.

Optional equipment

<i>Eye shields.</i>	Eye shields must be clear, not tinted, and made from moulded or rigid material. No medical exceptions are permitted.
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Illegal Equipment

Includes, but is not limited to, the following:

- Equipment worn by a player that could endanger other players.
- Tape or any bandage other than that used to protect an injury, subject to the approval of the umpire.
- Hard, abrasive or unyielding equipment that is not completely covered and padded, subject to the approval of the umpire.
- Any equipment that could confuse or deceive an opponent.
- Any equipment that could provide an unfair advantage to any player.
- Adhesive material, paint, grease or any other slippery substance applied to equipment or a player’s person, clothing or attachment [Exception: Eye shade].
- Uniform attachments other than towels.
- Rib pads, shoulder pad attachments and back protectors that are not totally covered.
- Non-standard overbuilt facemask.
- Equipment that has been modified in a way that reduces the protection of the player wearing it or any other participant.
- All footwear that uses or is predominantly metal, inclusive of studs and/or cleats.

APPENDIX D – APPEARANCE-RELATED EQUIPMENT RULES

EXTRACTS FROM THE IFAF RULE BOOK WITH GV MODIFICATIONS

Mandatory Equipment

<i>Helmets.</i>	Helmets for all players of a team must be of the same colour and design. All facemasks for all players of a team must be of the same colour. Club decals are permitted on helmets, including individual achievement stickers.
<i>Jersey.</i>	<i>Design:</i> Must be full-length. <i>Colour:</i> Players of a team must wear jerseys of the same colour and design. Players of opposing teams shall wear jerseys of contrasting colours. <i>Undershirts:</i> Visible sleeves of undershirts must all be the same colour and design. <i>Numerals:</i> Must be clearly visible, permanent Arabic numerals measuring at least 8 and 10 inches in height front and back, respectively. The number must be of a colour that itself is clearly in distinct contrast with the colour of the jersey. All players of a team shall have the same colour and style numbers front and back. The individual bars must be approximately 1½ inches wide. Numbers on any part of the uniform shall correspond with the mandatory front and back jersey numbers. <i>Logos:</i> Any sponsorship logos must be identical on each jersey. Jerseys may not be taped or tied in any manner (Exception: A torn jersey may be taped)
<i>Pants.</i>	Players of a team must wear pants of the same colour and design. Any sponsorship logos must be identical on all pants. Belts must be uniform in colour.
<i>Socks.</i>	Players of a team must wear socks that are identical in colour, length and design [Exceptions: Unaltered knee braces, tape or a bandage to protect or prevent an injury, and barefoot kickers]. All visible leggings must be worn with team-coloured long socks Short socks cannot be worn with leggings and must be clearly visible above the boot.

Optional equipment

<i>Towels.</i>	Solid colour towels no smaller than 4 inches by 12 inches and no larger than 6 inches by 12 inches with no words, symbols, letters, or numbers.
<i>Gloves.</i>	There is no restriction on the colour of gloves.
<i>Eye shade.</i>	Any shading under a player’s eyes must be solid black with no words, numbers, logos or other symbols.

APPENDIX E – PLAYING RULES

All games played in '11 on 11' and '9' on 9' Gridiron Victoria competitions shall be played using the current IFAF Football Rules and Interpretations with the Gridiron Australia-approved variations set out in the following table.

Item	IFAF rule	Source	'11 on 11'	'9 on 9'
Missing goal post(s)	1-2-5-f	GA/IFAF	No field goals can be attempted	
Period length	3-2-1	GA/IFAF	12 minutes	10 minutes
Delayed start (> 2 mins beyond scheduled kickoff) – see below	3-2-1	GA/IFAF	Deduct 1 min for each 3 mins or part thereof lost after the initial 2 mins	Deduct 1 min for each 3 mins or part thereof lost after the initial 2 mins
Automatic forfeit	3-2-1	GA/IFAF	Start delayed > 14 mins after the scheduled kickoff	
Halftime	3-2-1-b	GA/IFAF	15 minutes	
Running clock (start)	3-2-2-a	GV variation	HC can request before the 35-point margin is reached.	
Running clock (stop)	3-3-2-g-2	GV variation	Once a running clock session is started, it does not stop.	
Free Kick Formation	6-1-2-c-3	GA/IFAF	Min 4 each side of kicker	Min 3 each side of kicker
Linemen 50-79	7-1-4-a-3	GA/IFAF	Minimum of 5	Minimum of 3

Delayed start [Rule 3-2-1]

Where kickoff is delayed is delayed by 2 or more minutes because of the Host Club or one of the competing teams, the playing time of each period shall be reduced by 1 minute per quarter for each 3 minutes or part thereof beyond 2 minutes of the scheduled kickoff time. After a delay of more than 14 minutes the game shall be declared a forfeit.

If the kickoff is delayed:	Each period will be shortened by:
By no more than 2 minutes	No adjustment
More than 2 but less than 5 minutes	1 minute
From 5:01 to 8 minutes	2 minutes
From 8:01 to 11 minutes	3 minutes
From 11:01 to 14 minutes	4 minutes
More than 14 minutes	Game becomes an automatic forfeit

Running Clock ('Mercy Rule') provisions [Rule 3-2-2]

If the margin in the score becomes more than 50 points in Division 1, and 34 points in Division 2, Divisional Crossover, or Juniors games, a 'running clock session' will start. Once a running clock session has started it will continue until the end of the game.

Even if the margin is less than the prescribed amount, a 'running clock session' may be started if a head coach indicates that their team will be unable to complete the game under normal timing rules.

A head coach who requests a running clock session accepts that the result of the game will be a win to the opponent. The score of a game completed in this manner will be either the actual score (if the opponent won) or 1-0.

Playing Rules for '7 on 7' competition

The Board shall determine the rule set to be used for all '7 on 7' games in Gridiron Victoria competitions.

APPENDIX F – TRIBUNAL BY-LAWS

The Board will appoint a Board member to be the Chairperson of the Tribunal.

The Tribunal will be constituted as follows:

Chairperson – Non-Voting

The Chairperson will oversee all procedures during the Tribunal hearing, including the reading of the charges and decisions.

The Chairpersons' position is a non-voting position; however, the Chairperson is encouraged to participate in the proceedings and remain during deliberations of the Tribunal.

Tribunal Panel - Voting

The GV Tribunal Panel will be made up of representatives from three (3) non-involved GV League Clubs – All members shall have a vote and be involved in deliberations.

The procedures (By Laws) for the Tribunal are attached.

GRIDIRON VICTORIA TRIBUNAL BY LAWS

- A. At the conclusion of any GV match sanctioned by the Board of Management, details of any Disqualified or Reported persons shall be included on the VGOA Match Report which shall be submitted to the GV nominated contact within 24 hours of the end of the weekends round of matches.
- B. The VGOA shall also include comments on the conduct of any person(s) subject to the rules, which occurs at any time on game day which constitutes violence, the threat of violence, misconduct or a playing violation that is detrimental to the sport or otherwise contravenes the Code of Conduct by such person(s).
- C. In the event of any person(s) subject to the rules being disqualified, if the VGOA believe the matter should be considered for further sanction by the board, irrespective of whether there is any automatic suspension imposed by the GV Operating Rules, they shall include a comment to that effect on the Match Report.

The automatic suspensions that are applicable are as follows, and apply to the club's next regular season or finals game(s):

Reason for disqualification	Automatic Suspension
Disqualification for committing a personal foul	1 game
Abuse of officials	Referral to Board
Fighting (2nd offence during the season)	Referral to Board

Note:

Disqualification for any other reason will not result in an automatic suspension, but the Board may determine to impose a suspension based on the circumstances of each case.

Persons who are disqualified for any other reason will be 'on probation' for 12 months from the date of their disqualification. Should they be disqualified again for any reason during their probation period, they will then be subject to automatic suspension for a minimum of one game.

- D. If the referee considers the prescribed disqualification to be inadequate for the offence, he must refer the matter to the Board.
- E. The Board will then consider all the circumstances concerning the matter and decide as to whether there is a case to answer.
- F. If it is considered there is a case to answer, the GV Registrar will issue the participant and club with the appropriate notice of charges.
- G. The participant or their club on their behalf, will then offer a plea of Guilty or Not Guilty.
- H. The Board will then do one (1) of three (3) things:
- If a plea of Guilty is entered, consider the matter of penalty, having regard to the Standard Penalty Guidelines contained herein and the circumstances surrounding the matter. The Board of Management will then issue the appropriate penalty.
 - If a plea of Not Guilty is entered, consider all the circumstances surrounding the matter and if considered necessary due to lack of evidence, dismiss the matter without any further action.
 - If a plea of Not Guilty is entered, consider all the circumstances surrounding the matter and if necessary, refer the matter to the GV Tribunal for hearing.
- I. If any person(s) subject to the rules is disqualified as per clause A above, the matter MUST be reported to the Board.
- J. Immediately upon receipt of the 'GV Disqualified/Reported person' report, the Board will be advised by the GV Registrar of any referral by the VGOA.
- K. A club or individual registered with GV, may request the Board investigate an incident, outside the scope of the playing rules that brings the sport of Gridiron in Victoria into disrepute. Any such request must be lodged with the GV Registrar in writing or via email, within 24 hours of the incident taking place.
- L. The request must detail the incident and include the date, time, place and individuals or group/s involved.
- M. A request by a club or an individual for an investigation by the Board that is subsequently found by the Board to be frivolous, mischievous or without substance may result in the suspension or deregistration of the club or individual who requested the investigation.
- N. The GV Registrar will notify all parties involved, in writing or via email, within 24 hours of the receipt of the 'GV Disqualified/Reported person' report or any other report.
- O. Such notification will include the nature of the report and the time frame for the investigation by the Board.
- P. If charges are to be preferred after the investigation, the details of the actual charge against the person reported will be the responsibility of the Board.
- Q. All investigations and subsequent Tribunal matters will convene as soon as practicable.
- R. The person reported must be present at any Tribunal hearing. If they are not present, a determination may be made in Their absence.

- S. During the Tribunal, the person reported is entitled to call one (1) witness, (permission for additional witnesses, may be granted by the Tribunal Panel, within reason) and present any other evidence in the form of video, photograph or other means, which will assist Their case.
- T. The person reported shall provide all necessary electrical equipment in the presentation of their evidence and provide a copy for the Tribunal.
- U. Any Tribunal member (including the Chairperson) may question any witness. Any person reported may question any witness.
- V. The Referee should also be present, or an official or other person appointed by him, who witnessed the incident, complained of in the report. The Tribunal members and the person reported may question the Referee or other person.
- W. After the presentation of evidence, the person reported, and any witnesses shall retire, and the members of the Tribunal Panel will deliberate.
- X. The Tribunal Panel may recall the person reported, or any witness, to question them further but always in the presence of the person reported, who may also ask further questions.
- Y. The Board/Tribunal Panel may make the following decisions and/or impose the following penalties:
 - 1. Take no further action (i.e., the automatic suspension stands).
 - 2. Disqualify the person reported for a greater period than that prescribed by the GA/IFAF Playing Rules or GV Operating Rules. The Board/Tribunal Panel may rule that the person is suspended for a specified number of matches (refer penalty guidelines attached), may suspend the person until a specified date, or may ban the person for any period, including life, from the sport in Victoria.
 - 3. Any other penalty the Board/Tribunal Panel deems necessary.
- Z. Any appeal from decisions of the Board/Tribunal Panel must be made in writing or via email, to the GV Registrar by 5pm on the day immediately following the Board/Tribunal Panel determination.

- AA. Only 'New Evidence' will be accepted as grounds for an appeal. Such appeal must set out the 'New Evidence' to be relied upon at the appeal.
- BB. The only valid grounds for an appeal against an automatic suspension is that the wrong player was disqualified, or that the wrong automatic suspension has been applied.
- CC. The fee for any appeal is \$200.00 and shall be paid to GV prior to the appeal taking place. The player will be refunded the fee if the appeal is upheld.
- DD. The Appeal Tribunal, where possible, will comprise the original Tribunal members.
- EE. Any appeal MUST be heard and determined prior to the participant's NEXT game.
- FF. The final penalties of the Board/Tribunal Panel that include a suspension of four (4) weeks or greater, shall be communicated to the Board of Gridiron Australia with a recommendation that advice of such suspension be forwarded to member and/or affiliated associations.

GRIDIRON VICTORIA TRIBUNAL PROCEDURES

1. The procedures contained herein are to be taken literally and cannot be altered or deviated from, without the express written consent of the GV Board of Management.
2. The Gridiron Victoria Tribunal Panel, will be made up of the following:
 - I. The Chairperson – Non-Voting.
 - II. Three (3) representatives from non-involved GV clubs.
3. The following are also permitted to attend:
 - I. The person reported.
 - II. One (1) witness called by the person reported.
 - III. The reporting official(s).
 - IV. One (1) witness called by the reporting official(s).
 - V. Additional witnesses and Association representatives if the Tribunal Chairperson grants special permission.
4. Legal Representation or advocates are **NOT** permitted to attend or be involved in the Tribunal procedures.
5. Any person who fails to attend, either as a person reported, witness or other person, may be subject to penalty. (Exception: Where a person elects not to attend and notifies the GV Registrar, in writing or via email, prior to the Tribunal)
6. Any person, who, in the opinion of the Tribunal, gives false or misleading evidence, may be subject to penalty.
7. The Board will decide on the charge(s) to be preferred prior to the commencement of the Tribunal Hearing.
8. Tribunal Hearings:
 - 8.1 Only the Tribunal members and the person reported, along with (1) club representative, are to remain inside the Tribunal Room. All witnesses and other persons are to remain outside, whilst the hearing is in progress and are not to enter The Tribunal Room until requested by the Tribunal Chairperson to enter.
 - 8.2 The charge(s) will be read out in the presence of those parties eligible to be present. (Charge(s) are to be made under one of the 3 categories set out in clause 10.1.)
 - 8.3 The person charged will be asked if the charge(s) is understood.
 - 8.4 The person charged will be asked to enter a plea of either "Guilty" or "Not guilty." In the event of a team being charged, then only one (1) representative of that team will function as a spokesperson for the team, provided that;
 - 8.5 An individual member may elect to speak on Their own behalf.
 - 8.6 When the Tribunal feels an individual is not responsible for the action, which is the subject of the charge, such individual will be exempt from any penalty imposed.
 - 8.7 The Reporting Official will present the evidence of the incident. One (1) witness may be called. The Tribunal members or person charged may question any witnesses.
 - 8.8 The person charged will present their defence. One (1) witness may be called. The Tribunal members or person charged may question any witnesses.
 - 8.9 Where a person under the age of 18 years, exercises their right to have an adult or observer/adviser present, the Tribunal shall provide reasonable time for consultation with such person.
 - 8.10 Video or other electronic media evidence, if available, may be presented. It is the responsibility of the person presenting such evidence, to provide the equipment necessary to play the evidence and shall provide a copy of such evidence to the Tribunal.
 - 8.11 The Tribunal or person charged may ask questions in relation to the electronic evidence and shall be afforded the opportunity to recall a witness in this regard.
 - 8.12 All parties will be required to leave the Tribunal Room whilst the Tribunal deliberates.
 - 8.13 The Tribunal Chairperson will announce the decision of the Tribunal, in the presence of all parties. A statement of how the penalty is to be assessed, shall be included if necessary.
 - 8.14 Non-Attendance – Failure to perform duties listed:
 - If any person reported, or witness, fails to attend the Tribunal Hearing, the hearing will proceed in their absence.
 - If the person reported fails to attend, **BUT** notified the GV Registrar of their nonattendance, they shall be suspended until the date set by the Tribunal to hear the matter.
 - If the person reported fails to attend and **DOES NOT** advise the GV Registrar, the case **WILL** proceed in their absence, provided the Tribunal is satisfied that all notification procedures have been followed.
 - In any case of absence, the Tribunal shall decide whether the reason offered for nonattendance is acceptable or not. If not acceptable a suitable penalty will be imposed.
 - If a GV Official, Reporting Official, or Association Official inadvertently fails to perform any duties listed, the charge against the person will **NOT** be dismissed for this reason. It will be deferred to allow the omission to be rectified within 24 hours.

Penalties

All charges should be confined to the following categories:

1. Physical
2. Verbal
3. Other

Standard Penalties Guidelines

** These penalties are guidelines only and the ultimate decision for what penalty is applicable rests with the Board of Management/Tribunal. **

Physical		
Main Charge	Assault player/coach/sideline staff/spectator (Includes, but not limited to, punching, striking, elbowing, kneeing, spitting, assault with an object)	6 to 50 matches
Lesser Charge	Attempt Assault (as above)	3 to 25 matches
Main Charge	Tripping	3 to 25 matches
Lesser Charge	Attempt Tripping	2 to 12 matches
Main Charge	Fighting	3 to 25 matches
Lesser Charge	Wrestling	2 to 12 matches
Main Charge	Assault GV Representative	5 years to Life Ban
Main Charge	Assault Game Official	5 years to Life Ban
Main Charge	Physical Contact of Game Official (other than assault)	3 to 25 matches
Main Charge	Playing with Undue Roughness	2 to 12 matches
	Violently Pushing	2 to 12 matches
Verbal		
Main Charge	Use Threatening Language to Game Official	6 to 50 matches
Lesser Charge	Use Threatening Language to Other Person	3 to 25 matches
Main Charge	Disputing Decisions	2 to 12 matches
Main Charge	Obscene Gestures	2 to 12 matches
Main Charge	Offensive Language	3 to 25 matches
Lesser Charge	Obscene Language	2 to 12 matches
	Abusive Language	2 to 10 matches
	Insulting Language	2 to 8 matches
Other		
Main Charge	Putting a Game Official in Fear of Impending Violence	6 to 50 matches
Main Charge	Threaten Violence	6 to 50 matches
Main Charge	Unsportsmanlike Conduct	2 to 12 matches
Main Charge	Fail to Attend Tribunal	2 matches
Main Charge	Playing/Coaching/ Sideline Staff Whilst Under Suspension	Double Original suspension
Main Charge	Bringing the Game into Disrepute	2 to 50 matches
Main Charge	Breach of the Code of Conduct	2 to 50 matches
Main Charge	Giving False or Misleading Evidence to GV Tribunal	2 to 50 matches
Main Charge	False, Frivolous, Mischievous or Without Substance, Tribunal requests	2 to 50 matches
Note: The date when a player/team personnel can resume the sport shall be fixed by the Board of Management/Tribunal on the basis that the player/team personnel will be debarred from playing for the number of matches appropriate to the penalty.		

- Suspended sentences are permitted for persons having a good record. (1st offence only).
- Fines, in lieu of suspensions for players are NOT permitted.
- Fines not exceeding one hundred dollars (\$100) may be imposed on a non-player.
- Fines not exceeding five hundred dollars (\$500) may be imposed on a team.
- A player may be placed on a Good Behaviour Bond not exceeding one hundred dollars (\$100).
- A team may be placed on a Good Behaviour Bond not exceeding five hundred dollars (\$500).
- A penalty may be increased by up to a maximum of eight (8) matches if that person has incurred a previous penalty from the Tribunal.

- An additional penalty of up to sixteen (16) matches may be applied if injury is caused, contempt is shown for the Board of Management or Tribunal, or for any other extenuating circumstances or reasons determined by the Tribunal and notified at the time the decision is announced.
- More severe penalties may be imposed when a team or group participates in a brawl.
- Refusal of future admission of such teams or persons to the GV competition may be recommended to the Board.
- Charges arising from one incident shall be considered together. The maximum penalty for a composite group of offences shall be for the most serious offence, plus eight (8) matches.

Notification and Enforcement of Board of Management/Tribunal Decisions:

Details of decisions of any Tribunal Hearings shall be forwarded to the GV Registrar and subsequently circulated without delay to all affiliated associations. The decisions of any Tribunal Hearings shall apply to all affiliated associations.

A person who is suspended, shall not be permitted to play, coach, assist, volunteer or officiate in the following GV-sanctioned events for the duration of the suspension:

- GV competition matches
- GV practice matches
- GV interstate matches
- GA interstate matches
- GA International matches
- Any matches conducted by affiliated associations

The total number of matches a person is suspended will ONLY be calculated on GV Competition matches, however the person suspended is also NOT eligible to participate in any practice match, interstate match, or affiliated association match.

Any suspension incurred in a GV competition, involving a number of matches, shall apply to the number of matches in which their team participates and shall be in addition to any penalty currently in force under GV competition rules.

A forfeit shall count as part of any suspension.