



IGLFA SMALL SIDED OUTDOOR TOURNAMENT RULES

***Sanctioned International Championship Tournament Rules for IGLFA World Championships,
IGLFA Continental Championships & IGLFA Member Tournaments.***

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IGLFA Mission

The International Gay and Lesbian Football Association (IGLFA) shall foster and augment the self respect of gay women and men throughout the world, and engender respect and understanding from the non-gay world, through the medium of football (soccer). Additionally we work to establish an international network of football clubs and to promote physical and tactical understanding of the game of football.

The IGLFA is no longer an Association who exclusively organizes an International tournament each year, it is also involved in many other activities. This includes supporting local and international clubs and teams as well as heading the coordination of football at the “Federation of Gay Games”.

The IGLFA is also actively involved with numerous sporting organizations and coalition groups who’s goals are to rid homophobia in sport and provide respect towards all participants at all levels.

Through our “Outreach Program”, we have been able to help teams from Africa, Latin America as well as Eastern Europe to participate at our tournaments.



IGLFA Mission Goals

- The IGLFA strives to promote equality in the international football community while supporting LGBT football worldwide.
- The IGLFA works to support, encourage and promote the growth of LGBT football clubs worldwide while promoting fair play and a positive football experience.
- The IGLFA promotes the physical and tactical understanding of the game of football.
- The IGLFA provides opportunities for LGBT football players and our allies to come together in both social and competitive arenas.

All tournaments shall be governed by the Laws of the Game as established by the Fédération Internationale de Football Association (FIFA) with the following modifications.

This document pertains to a 7v7 small sided match and may be adjusted accordingly to any variation of small sided football/soccer competition (eg: 5v5, 6v6 etc) as well as typical standards for play in both North America and Europe.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both.

0.0 Authority Statement

A tournament committee shall be formed for the interpretation, modification and resolution of issues that arise during a tournament and shall hereinafter be referred to as the "Committee." In situations that involve discipline, the same committee members listed below (a, b, c + if applicable d and e) will also form a separate "Disciplinary Committee".

The Committee shall include:

- a. The IGLFA Director of Referees or designee,
- b. A representative of the IGLFA Board, and
- c. A representative of the Host Committee.

During a Gay Games Football Tournament, the Committee shall also include:

- d. The Host Committee Referee Coordinator or designee, and
- e. A representative of the FG Sports Committee

0.0 Commentary on Tournament Committee

It is the intent of the Authority Statement Rule that there be a Committee formed with sufficient expertise to address unexpected issues that may arise during tournament play, and that the Committee fairly represents the organizers and the participants.

The Committee is formed to support the Host Committee and ensure that all are represented.

1.0 Tournament Format

1.1 Championships

1.1.1 The IGLFA has established two Championships for the purpose of tournament play: Women's and Men's. Championship groups are separate and distinct and it is not intended that there be play between them.

1.1.2 The Host Committee may add additional Championships, such as "Co-ed" (Mixed) , "Master's" (Men's +35), or "Classics" (Women's +35) to suit the interest of participants if there are enough teams to allow at least three games per team against different opponents.



1.2 Divisions

1.2.1 Multiple Divisions - The IGLFA shall allow the Host Committee to divide the Championship groups into Divisions by level of competition, when there are adequate teams to allow at least three games per team against different opponents in each Division.

1.2.2 Division Names - Division names shall be in ascending numeric order, such as Division One, Division Two, and so forth.

1.2.3 Champions - When more than one Division exists for a Championship group, the IGLFA Champions shall be the winners of Division One in each Championship group.

1.2.4 Division Assignment - When more than one Division exists for a Championship group, teams shall be assigned to Divisions by self-selection, except those teams who qualify for seeding (Rule 3.3) shall not be permitted to enter a lower Division.

2.0 Eligibility and Identification

2.1 Players

2.1.1 All players must be registered with a current Premium Member IGLFA club or team.

2.1.2 No player shall be permitted to participate without appropriate identification. (Rule 2.4.1)

2.1.3 Players may be required to present a photo identification with birth date information to a tournament official at any time during the tournament.

2.1.4 All players must be eighteen (18) years or older to play.

2.1.5 Individuals whose teams do not qualify for the tournament, or where a team does not exist, may be assigned to a team to participate, provided the individual is in good standing and pays the appropriate registration fees.

2.1.6 Each player may only roster on one team & be listed on their team's Final Roster (Rule 3.6.2).

2.1.7 Women shall be allowed to play on men's teams.

2.1.8 Players suspended for disciplinary action are ineligible to play during this time (Rule 5.0).

2.1.9 Transgender players will be permitted to play in their gender based division in which they identify.

See the IGLFA Transgender Policy for further clarification.

<http://iglfa.org/wp-content/uploads/IGLFA-TRANSGENDER-POLICY-2014.pdf>

2.2 Clubs and Teams

2.2.1 Clubs and Teams must be current "Premium Members" of the IGLFA (in the calendar year of the tournament), and in good standing with the IGLFA, are eligible for participation. Good standing is defined within the IGLFA Constitution and By-Laws. (For definition purposes, Clubs may consist of multiple teams within their membership and may be male, female or mixed).

2.2.1 Commentary on Club and Team Eligibility

It is the intent of the Club and Team Eligibility Rule to allow the IGLFA to support the Host Committee by serving as the "institutional memory" of IGLFA sanctioned tournaments. If a team exhibit s behavior that indicated it did not support the IGLFA Mission, the IGLFA would make this information available to the Host Committee.

2.2.2 Each team shall consist of a maximum of 13 players and must have a minimum of five (5) players and a maximum of seven (7) on the field of play at all times as required by FIFA. If a team is reduced to less than five (5) players, the match will be terminated and the team with less than the required amount of players will forfeit the match.

2.2.3 Teams meeting the starting time requirement (Rule 3.1) shall be eligible for play.

2.3 Ineligibility

2.3.1 A player, club or team not meeting the criteria for eligibility (Rule 2.1 and 2.2 respectively) shall be deemed to be ineligible.

2.3.2 An ineligible club or team or a team playing an ineligible player shall automatically forfeit the match, and the matter shall be referred to the Committee for further consideration.

2.4 Identification

2.4.1 Player Identification - For the purpose of match play, the tournament photo identification shall be sufficient.

2.4.1 Commentary on Player Identification

It is the intent of the Player Identification Rule to provide a method of preventing unauthorized participation in the tournament, and allow players to use alias names at the field for personal security when required. In emergency situations, some Host Committees have had the necessary staff to allow players to participate without their tournament identification, by using a positive photo identification, such as a passport, to verify their identity. The IGLFA sees this as a generous accommodation, and under no circumstances requires it.

2.4.2 Team Identification - For the purpose of seeding, Teams shall be identified by name, as listed on their Final Roster.

2.4.3 Identity Challenge - If a team's identity is challenged, or two teams claim the same identity, the Committee shall make a determination of identity for seeding and tournament participation by finding in favor of the team with the same leadership and a minimum of five (5) of the actual participants from the previous tournament Final Roster to claim the Team Identification. When two teams meet this criteria equally, a coin toss shall be used to determine the identity.

3.0 Tournament Rules

3.1 Starting Times

3.1.1 All matches must begin at their scheduled starting time. All teams must check-in at the tournament headquarters a minimum thirty (30) minutes prior to the scheduled starting time of their match. Check in consists of a fully completed match roster (match report), including identifications of everyone listed on the match report (this includes coaching, management and training staff)

3.1.2 Team player shortage shall automatically result in team ineligibility (Rule 2.2.2) and shall not be accepted as a reason for the delay of start times.

3.2 Number of Matches

3.2.1 All teams must be guaranteed at least three 60 minutes of playing time, or a minimum of 180 minutes of playing time, during the initial qualifying rounds.

3.2.1 Commentary on Minimum Playing Time

It is the intent of the Minimum Playing Time Rule to guide the Host Committee in arranging fields and scheduling games. It has been the experience of the IGLFA that teams prefer to play between 60 and 120 minutes per day. When considering the entire tournament, teams are generally satisfied with a minimum of three full-length (60-minute) games or an equivalent combination of shorter games, such as five 40-minute games, during the Qualifying Rounds. The IGLFA supports the desire to include all who would like to participate. If scheduled fields are not sufficient to provide all participants with the minimum playing time, the IGLFA would prefer additional fields be reserved, in another location if required, rather than reduce the playing time below the minimum desired.

3.2.2 Each team shall play the same number of qualifying matches.

3.2.3 Qualifying matches shall be "round-robin" format, where each team shall play each of the other teams in its preliminary group an equal number of times. Qualifying round matches shall be permitted with teams "outside" a Qualifying group only under unusual circumstances.

3.2.3 Commentary on Qualifying Matches

An example of the unusual circumstances mentioned would be a Division of fourteen teams divided into two qualifying round groups of four and two groups of three. In this case, the groups of three could play a cross-group match to provide the three minimum qualifying matches.

3.3 Team Placement and Seeding

3.3.1 Division One Seeding - When an IGLFA Tournament was held in the previous 2 years and the top four teams determined (Rule 2.4.2) in a Championship group, those teams shall be seeded into the qualifying groups as appropriate to the number of qualifying groups. Fewer than four may be seeded. No team other than the top four teams shall be seeded. No seeding shall occur when no Championship was held in the previous 2 years.

3.3.2 Draw - After the assignment of seeded teams, the remaining teams shall be assigned to their qualifying groups by random draw. The limitations listed below shall be in force, unless they substantially eliminate the random nature of the Draw. The Draw to assign teams shall be blind, and shall be made in public by a person, or people, neutral to the tournament.

3.3.3 Intra-Club Assignments - Teams originating from the same Club shall not be assigned to the same qualifying group, whenever possible.

3.3.4 Intra-Region Assignments - Teams originating from the same geographic region, who frequently play as competitors in regional tournaments, shall not be assigned to the same qualifying group, whenever practical, and when to do so, would not substantially eliminate the random draw.

3.3.5 Draw Pools Determinations regarding the designations of teams by as Intra-Club and Intra-Region shall be made by the Committee and announced in advance of the Draw.

3.4 Determination of Standings

3.4.1 Point System - In round-robin matches, points will awarded for the purpose of determining the standings based on the following scale:

- 3 points for a win
- 1 point for a tie
- 0 point for a loss

3.4.2 Forfeited Match Points - When a team forfeits a match, it shall be recorded as a loss. When both teams forfeit a match (Rule 4.3), both teams shall receive zero (0) points.

3.4.3 Forfeited Match Score - The score of a forfeited match shall be recorded as 3-0 for the winner.

3.4.3 Commentary on Forfeit Score

It is the intent of the Forfeit Score Rule to fairly award a victory to a team, in case an opponent forfeits a match. The 3-0 victory score is an award that is not intended to penalize a winning team, in case a second tier tie-breaker is required to determine the final preliminary standings.

3.4.4 Tie Breakers - At the end of round-robin matches, if there is a tie in total points, the winners will be determined as per the following order:

- a. Result of head-to-head competition.
- b. Goal difference.
- c. Ratio of goals scored divided by goals conceded.

3.4.4 Commentary on Tie-Breakers

It is the intent of the Tie-Breaker Rule to provide a system of tie-breakers that decides final qualifying - round standings that is broadly based on FIFA standards, but is modified so as not to encourage "running up" a score against a weaker opponent. Therefore, the first tier tie-breaker is

based solely on victory, regardless of score, and the second and third tier tie-breakers are based on the goals scored and conceded.

3.4.5 Forfeits - If a team forfeits a match (Rule 4.3), thus denying another team an opportunity to play, and is deemed by the Committee to have gained an unsporting tactical advantage by not playing, then the forfeiting team shall be disqualified from the tournament and shall not be allowed to advance to the next round of play.

3.4.6 Match Fixing – If a team displays deliberate tactics to “purposely throw a match” in order to benefit themselves by way of a better position in standings, seeding, division or otherwise, or to cause their opponent to be positioned where it would be a benefit for the team throwing the match or causing purposeful harm to the team, the disciplinary committee will disqualify the offending team from further participation in the tournament. The result of the match will also be reviewed in the “spirit of the game” so as not to penalize the opponent. The IGLFA Disciplinary Board may also place further suspensions towards future participation in any sanctioned IGLFA tournaments against the offending team, club and or specific person (s) once a full investigation has been completed. Results of sanctions will be shared with the IGLFA Membership in order for them to be able to determine ineligibility from any localized tournaments.

3.5 Results Reporting

3.5.1 Match Reports – Each team will provide a completed match report to the Referee prior to each match. This match report will include: Date, Kickoff Time, Division, Field #, Home and Away Team Names, Coaches Name and Signature, Players Full Names and Uniform #s, Goal Scorers, Disciplinary (Blue (Europe), Yellow (North America) and Red Cards) and Referees Names and Signatures. The Referee must report the score and any infractions or injuries immediately following each game to the Tournament Committee, or designee.

3.5.2 Standings - Results of team standings are to be posted via various methods for player review within one (1) hour of the conclusion of a match.

Team Rosters

3.6.1 A team Final Roster shall consist of a maximum of thirteen (13) players and a minimum of seven (7) players, when it is submitted at the end of the Coaches Meeting.

3.6.2 A Final Roster shall be submitted to the Committee or designee at the conclusion of the pre-tournament Coaches Meeting.

4.0 Match Rules

The Normal Laws of Association Football apply with exceptions. See the Laws of the Game listed at the end of this document for specifics.

The Pitch

Small Side Football may be played with or without barriers.

Dimensions:

- The pitch must be rectangular.
- The length of the touchline must be greater than the length of the goal line.

For 7v7 football the following dimensions are recommended:

Length: minimum 50m
maximum 60m

Width: minimum 30m
maximum 40m

For smaller sided versions the following dimensions may be used:

Length: minimum 25m
maximum 50m

Width: minimum 16.5m
maximum 35m

Pitch Markings

- The pitch is marked with lines. These lines belong to the areas of which they are boundaries.
- The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.
- All lines are 8cm wide.
- The pitch is divided into two halves by the halfway line.
- The centre mark is indicated at the midpoint of the halfway line. A circle is marked with a radius of 3 m around it.
- If barricades are used to surround the playing area, where possible an opening should be provided at the point of the halfway line and the touch line.
- A penalty area is defined at each end of the pitch as follows:
- A semi circle of 8m radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the goal-line, barrier or wall regardless of whether or not the goal posts encroach onto the playing area.

Penalty Mark

- A penalty mark is drawn 6m from the midpoint between the goal posts and equal distance from them.

The Corner Arc

- Where barriers do not surround the playing area a quarter circle with a radius of 25cm from each corner is drawn inside the pitch.

Goals

- Goals must be placed on the centre of each goal line.
- They consist of two upright posts equal distance from each corner and joined at the top by a horizontal crossbar.
- The distance (inside measurement) between the posts is maximum 5m, minimum 3m and the distance from the lower edge of the crossbar to the ground is maximum 2m minimum 1.20m.
- Both goal posts and the crossbar have the same width and depth of 8cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support.

The Sin Bin

- An area marked 1 m outside of the field of play from the touchline that extends 3m on both sides of the halfway line and extends 3 m back. Players receiving a **blue card (Europe)/yellow card (North America)** will be sent to this area.

Safety

- The goals may be portable but they must be anchored securely to the ground during play as per Health and Safety requirements.

Playing Surface

- Where natural turf is not used the surface must be smooth and flat and non-abrasive. The use of wood or artificial material is recommended.

The Ball

Qualities and Measurements

The ball is:

- Spherical
- Made of leather or other suitable material.
- Size appropriate to the age group playing.

Replacement of a Defective Ball

- If the ball bursts or becomes defective during the course of a match:
 - The match is stopped.
 - The match is restarted by dropping the replacement ball at the place where the first ball became defective.
- If the ball bursts or becomes defective while not in play:
 - The match is restarted according to the Laws.
 - The ball may not be changed during the match without the permission of the referee.

4.1 Substitutions – See LAW 3

4.1 Commentary on Substitutions

It is the intent of the "free" Substitutions Rule to support the Mission of the IGLFA to promote participation. Free substitutions allow a team to use a player with limited experience for short periods of time without significantly reducing the team's chance of victory; They allow a team to adjust its line-up, in response to the skill level of its opponent, without requiring prior knowledge of the opposing team, potentially allowing the "substitute" players more playing time; They allow a team to more easily integrate visiting players into the game and they allow a team formed from individually registered players, or a combination of teams, to adjust its line-up during a game.

4.1.1 Unlimited substitutions and re substitutions shall be allowed at the discretion and approval of the Referee. (See 4.1.2)

4.1.2 Substitutions shall be permitted at any natural or referee stoppage in play or during play if there is a second official involved in refereeing the game.

A team requesting a substitute may do so on their team's own possession or at any other time that the referee determines that it does not take away an advantage from their opponents. When the ball is not in play, a team who does not have possession of the ball, may "piggyback" substitutes during the opponents possession. They do not have to be equal in nature (eg: 1 for 1, 2 for 2 etc).

4.1.3 The Referee shall be permitted to limit substitutions when the substitutions are judged to be excessive or intended to disrupt the game.

4.2 Match Duration

4.2.1 Playing time for qualifying matches shall consist of two equal halves, with each half being a minimum of twenty (20) minutes and not more than thirty (30) minutes, and a three (3) minute maximum half-time. All Semi-final and championship matches shall consist of two equal halves of thirty (30) minutes each with a maximum five (5) minutes half-time. Overtime periods, when used shall consist of two (2) five (5) minute halves – Golden Goal. If still tied after overtime, penalty kicks will determine a winner (3 kickers from each side are chosen).

4.2.1 Commentary on Match Duration

It is the intent of the Match Duration Rule to guide the Host Committee in scheduling games. Tournament organizers should plan to have teams play 2 – 60 minute matches per day rather than 1 full length match. This has become the standard at IGLFA tournaments but there may be a need to adjust this based on the duration of the tournament, structure, field availabilities, weather etc.....

4.2.2 A match will be considered completed, when:

- a. regulation time has elapsed;
- b. a team fails to field at least the minimum number of players required by FIFA
- c. it is determined by the Referee after the first half to be bad weather;
- d. it is determined by the Referee that there is undue interference by outsiders;
- e. it is terminated by the Referee for any other reason.

4.2.3 In the event that a match has been terminated without a result, the matter will be referred to the Committee for an outcome.

4.3 Forfeits

4.3.1 A forfeit will be given when

- a. a team abandons a match in progress;
- b. a team fails to field the minimum number of players required by (Rule 3.1.2 and Rule 3.4.5).
- c. a player is found to be ineligible (Rule 2.3).

4.4 Player Equipment

4.4.1 Teams are required to wear matching colored jerseys with numbers, shorts, socks and appropriate football shoes. Every player must wear shin guards that are fully covered by socks. At no times will metal spike shoes be allowed. Goalkeepers shall wear colors distinguishing them from the other players in the field and the referees. If thermal shorts are worn beneath team uniform shorts, their color shall match the predominant color of the team uniform shorts.

4.4.1 Commentary on Player Equipment

It is the intent of the Player Equipment Rule to restate the requirements of FIFA Law Four with minor modifications. The rule disallows the use of metal studs for player safety, and requires jersey numbers to allow a Referee better control of the game.

4.4.2 In the event of a uniform color conflict, the team listed first on the game schedule shall be designated as the "Home" team and must change shirts. The alternate shirts must have player numbers that are recorded on the roster of players for that game.

4.4.3 Players will not be permitted to play with any object posing a danger to themselves or others.

5.0 Discipline and Protest

5.1 ***Blue Cards (Europe)** / ****Yellow Cards (North America)** – both are equivalent (Cautions)

5.1.1 A person receiving three (3) ***Blue Cards (Europe)** / ****Yellow Cards (North America)** during the tournament shall be suspended for the following match. Penalty accumulation shall occur throughout the entire tournament and suspensions shall occur regardless of tournament phase.

5.2 Red Cards (Ejections)

5.2.1 A person receiving a **red card** whether by 2 accumulated ***Blue Cards (Europe)** / ****Yellow Cards (North America)** in the same match or a single **red card** shall be ejected and must leave the field area immediately after receiving the **red card**. Any ejected person shall be suspended for the next match.

This applies to all matches regardless of tournament phase.

5.3 Additional Penalties

5.3.1 The Committee may increase the penalty for a **blue**, **yellow** or **red card** if deemed necessary. Any person may be required to appear at a discipline and protest hearing.

5.3.2 The IGLFA Disciplinary Board may also place further suspensions towards future participation in any sanctioned IGLFA tournaments against the offending team, club and or specific person (s) once an full investigation has been completed. Results of sanctions will be shared with the IGLFA Membership in order for them to be able to determine ineligibility from any localized tournaments.

In the case of **Violent Conduct towards an opponent or any other person**, the offending player will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

In the case of **Violent Conduct towards a Referee**, the player will be immediately suspended for the duration of the tournament & will not be able to participate in any IGLFA sanctioned tournaments for a minimum of 2 years. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.



In the case of **Violent Conduct**, a “Lifetime Ban” may be issued if the committee determines it is warranted. The IGLFA does not tolerate “violence” of any kind.

In the case of any participant displaying any homophobic or severe prejudicial behavior, they will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

The IGLFA does not tolerate any behavior that does not follow our Mission.

5.4 Protests and Appeals

5.4.1 All protests and appeals must be in writing to the Committee within one hour of the completion of the match in question and must be accompanied by a cash-only fee of Fifty (50) US Dollars (USD) or local currency equivalent. If the protest is sustained, the fee will be returned.

5.4.2 Protests and appeals which are determined by the Committee to be outside of their jurisdiction shall be adjudicated by the IGLFA Protest Committee, as defined by the IGLFA Constitution and By-Laws, regulated by the IGLFA Policies and Procedures Manual.

5.4.2 Commentary on IGLFA Protest Committee

The IGLFA Protest Committee is chaired by the Vice-President of the IGLFA and minimally includes a representative of the Host Committee, the IGLFA Director of Referees, and a player not involved in the protest. In the case of the Gay Games, the Protest Committee will also minimally include a representative of the FGG.

6.0 Referees

6.1 System of Officiating - Unless given express written permission by the IGLFA Executive Board of Directors, all matches shall be officiated using a one-official system minimum and finals will require either 2 Referees or 1 Referee and two Assistant Referees.

6.2 IGLFA Referees - IGLFA Referees shall be those officials who are trained and licensed by a FIFA-sanctioned Referee Association and who are current Referee Members of the IGLFA. As this

is a membership tournament, all referees (local or otherwise) must be an IGLFA Referee Member in order to participate. Membership in the IGLFA requires support of the IGLFA Mission and payment of a registration fee.

6.3 Referee Evaluation - The IGLFA Director of Referees or designee and the Host Committee Referee Coordinator shall evaluate Referees prior to their assignment by a system determined to be appropriate by them.

6.4 Referee Reimbursement - Referees shall be reimbursed for their services in accordance to the Standardized Referees Package which includes, but is not limited to, individual match payments and hosted housing. In some cases, referee reimbursement may also include travel or individual stipends. IGLFA Referees and local Referees shall be treated equally in regards to compensation (except in the case of hosted housing when the referee lives outside a specific distance determined by the tournament).

6.5 Referee Assignment - The Director of Referees and Host Committee Referee Coordinator shall have sole authority to assign Referees to officiate matches. When assigning officials, the highest priority of assignment shall be that Referees assigned are qualified to officiate their assigned matches. After this requirement, the Director of Referees and Host Committee Referee Coordinator shall also consider the following issues as a group and not as an order of priority:

- a. Intra-Club assignments should be avoided, whenever possible;
- b. IGLFA long service Referees should be given preference over local IGLFA officials of equal qualifications;
- c. Language compatibility may improve a Referee's control of the game; and,
- d. Rotation of Referee assignments is important for fair treatment of Referees working at the tournament, and to provide officials the opportunity to rest.

IGLFA RULES ON JEWELRY

<http://iglfa.org/wp-content/uploads/IGLFA-RULES-ON-JEWELRY-2014.pdf>

The following items of jewelry are to be removed prior to playing:

Earrings: - No earrings of any kind.

Facial Rings: - Any kind of jewelry around the eyes, nose or any other part of the face.

Bracelets: - All bracelets (including metal, rope, plastic, fabric...etc)

Medic Alert Bracelets: - May be worn but must be covered or padded in order to be safe for all players.

Necklaces: - All necklaces.

Body Piercing: - It is recommended that body piercing be removed.
If the item becomes visible then the referee will insist on the item being removed.

Watches: - Players are not allowed to wear any kind of watch.

Rings/Wedding Rings*: -The sole exception is a smooth band which the referee is convinced cannot be removed, and which poses no danger to any player (including themselves).
*If in the case of a raised surface on a ring that absolutely cannot be removed by the player, the ring must be adequately padded and the referee must be completely satisfied of its safety.

OTHER ITEMS

Beaded Hair: - If a player is wearing hair beads the hair must be tied in a bun or covered by a hair net. Loose beaded hair is not to be allowed.

Headwear: Religious clothing which is recognized by FIFA or the appropriate national football body in the country in which the tournament is being played in, will be permitted.

Headscarves: - Headscarves may only be worn by female players and:
- are the same colour as the jersey
- is in keeping with the professional appearance of the player's equipment
- is not attached to the jersey
- it does not pose any danger to the player wearing it or any other player
(e.g. Opening/closing mechanism around neck)

For examples of the above headscarves, please refer to the following websites:
<https://www.capsters.com/> and <http://resporton.com/>

Hats: - No hats are allowed on the field of play with exception for goalkeepers using one made of a soft material such as a cycling hat as an eye shade.

Bandanas: - No bandanas are allowed.

Head & Wrist Sweatbands: - Sweatbands are allowed providing they are being used solely for the purpose of removing sweat.

Hair Bands: - Hair bands, rope or string tied around the head will not be allowed.
Please use pro-wrap.

Glasses/Spectacles: - Are allowed but would suggest the player consider wearing sports spectacles or contact lenses for the safety of themselves & others. No sunglasses are permitted unless they are prescription/corrective lenses.

Orthopaedic Supports e.g. Knee Braces: FIFA Circular 863 states that the vast majority of commercially manufactured supports are safe to use. The major concern is not the “hardness” of the equipment alone, rather it is whether any part of it can cut or wound another player. Any support must be safe for all players & adequately padded if necessary. If the player is allowed to play with the support and is observed by the referee to be “using it to gain any sort of an advantage” or in any means to intimidate an opponent they will be cautioned (**yellow card**) by the referee and given the choice to either remove the support or not take further part in the match.

Casts: NO HARD CASTS. Players wearing a soft cast will be permitted to play if the cast does not present a danger to anyone (including themselves):

- They must be adequately padded
- The referee will make the final decision as to the acceptability of any soft cast

Footwear: Referees are also to incorporate a footwear inspection into the pre-match safety check of players' equipment. Poorly maintained studs or blades on the sole of the boot can constitute a danger. When inspecting footwear, officials are to be alert to the possibility of the edge of the blades or studs developing rough areas on either the plastic or metal used in their construction. These burrs can become very sharp and have been the cause of lacerations to opponents. A referee who is concerned over the conditions of blades should refuse their use until such time as the unsafe condition has been removed.

Captains Armbands: Must be clearly distinguishable from the colour used on the sleeves of the shirt of the Player and must be an Equipment item separate from the shirt.

Modern protective equipment such as: headgear, facemasks, knee & arm protectors made of soft lightweight, padded material are not considered dangerous and are therefore permitted.
(FIFA)

*Please note: If a player is asked by the referee, an assistant referee or any person that has been designated the responsibility to check players equipment/jewelry prior to the start of a match, proceeds to enter the field of play unlawfully, they will be cautioned (**yellow card**) and asked to leave the field.

The player will not be allowed to return until the referee is satisfied of such removal or repair.

7 Administration

7.0 Meetings - Meetings of Referees and Coaches must take place prior to the tournament. Meetings of the IGLFA House of Delegates and IGLFA Board of Directors may also take place, either prior to, or during, the tournament. Suitable premises for these meetings must be provided by the Host Committee.

The following are the LAWS OF THE GAME for SMALL SIDED FOOTBALL/SOCCER. This document pertains to the 7v7 small sided match and may be adjusted accordingly to any variation of small sided football/soccer competition (eg: 5v5, 6v6 etc) as well as typical standards for play in both North America and Europe.

LAW 3

The Number of Players

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper.

Substitutions – See 4.1 Substitutions

A substitution is one that is made when the ball is in or out of play for which the following conditions must be observed:

- The player entering the playing area may not do so until the player leaving the playing area has passed completely over the boundary line
- Where barricades are used the players must use the opening onto the playing area
- A substitution is complete when the substitute enters the playing area from which moment he becomes a player and the player he is replacing ceases to be a player

A substitute is subject to the authority and jurisdiction of the referee whether called upon to play or not.

Changing Places with the Goalkeeper

Any of the other players, or substitutes, may change places with the goalkeeper. The following conditions must be observed:

- The Referee must be informed before the change is made
- The change may only be made during a “Referees Stoppage” in play. (Only after a penalty, injury or goal has occurred). This does not include when the ball has been played out of bounds (natural stoppage).

The replacement goalkeeper must wear a jersey which distinguishes him from all other players

Infringements/Sanctions

If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left:

- 1) **Play is stopped.**
- 2) The player being replaced is instructed to leave the pitch
- 3) The substitute is shown a **Blue Card (Europe)/Yellow Card (North America)** and given a 5 minute time penalty. They will be required to leave the field to serve a “Too many players on the field” penalty. This player will not be eligible to play for the agreed time and the offending player’s team will play 1 player short. If a goal is scored on the offending player’s team, the time penalty will continue for its entirety. There will be no player relief.
- 4) Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken on the penalty area line, at the place nearest to the position of the ball when play was stopped

Where barricades are used if, while a substitution is being made, a substitute enters the pitch or a player being replaced leaves it from a place other than the recognized opening in the barricades:

- 1) **Play is stopped.**
- 2) The player is shown a **Blue Card (Europe)/Yellow Card (North America)** and given a 5 minute time penalty. They will be required to leave the field to serve a “Too many players on the field” penalty. This player will not be eligible to play for the agreed time and the offending player’s team will play 1 player short. If a goal is scored on the offending player’s team, the time penalty will continue for its entirety. There will be no player relief.
- 3) Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken on the penalty area line, at the place nearest to the position of the ball when play was stopped

A match should not be considered valid if the playing strength of either team is reduced by more than three players).

LAW 4

The Players’ Equipment

Safety

A player must not use equipment or wear anything that is potentially dangerous to himself or another player, including any kind of jewelry. The sole exception is a smooth wedding band which the referee is convinced cannot be removed, and which poses no danger to any player (including themselves). If in the case of a raised surface on a ring that absolutely cannot be removed by the player, the ring must be adequately padded and the referee must be completely satisfied of its safety.

Please see the attached link for the IGLFA Rules on Jewelry:

<http://iglfa.org/wp-content/uploads/IGLFA-RULES-ON-JEWELRY-2014.pdf>

Basic Equipment

The basic compulsory equipment of a player is:

- Jersey or shirt with sleeves which is individually numbered. If undergarments are worn underneath, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.
- Shorts: If undershorts or tights are worn, they must be of the same main colour as the shorts
- Socks: If tape or similar material is applied externally it must be the same colour as that part of the stocking it is applied to
- Shin guards: Must be covered entirely by the socks, are made of rubber, plastic or a similar suitable material and provides a reasonable degree of protection.
- Footwear: Check with the facility to see what is appropriate – no metal spikes.

Goalkeepers

- The goalkeeper is permitted to wear goalkeeper pants or track suit pants.
- Each goalkeeper wears colours which easily distinguish him from the other players and the referees.

Infringements/Sanctions

For any Infringements of this Law:

- The player at fault is instructed by the referee to leave the pitch to correct his equipment or to obtain any missing item of equipment.
- The player may not return to the pitch without first reporting to the referee, who then checks that the player's equipment is now correct.
- The player is only allowed to re-enter the match when the ball is out of play. Players can return to play whilst the ball is in play if a second official has checked the equipment. If no second official is present the player must wait for a break in play in order for the referee to check the faulty equipment.

If the player that was instructed to leave to correct his equipment or to obtain any missing item of equipment reenters the field of play without the expressed consent of the referee, he will be shown a **Blue Card (Europe)/Yellow Card (North America)** and given a 5 minute time penalty. They will be required to leave the field to serve an "unsporting behavior" penalty. This player will not be eligible to play for the agreed time and the offending player's team will play 1 player short. If a goal is scored on the offending player's team, the time penalty will continue for its entirety. There will be no player relief.

LAW 5

The Referee

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed, from the moment he enters the locality where the pitch is situated until he leaves.

Powers and Duties

The Referee:

- Enforces the Laws of the Game.
- Controls the match in cooperation with the assistant referees and, where applicable, with the fourth official.
- Ensures that any ball used meets the requirements of Law 2.
- Ensures that the player's equipment meets the requirements of Law 4.
- Acts as timekeeper and keeps a record of the match.
- Stops, suspends or abandons the match, at his discretion, for any infringements of the Laws
- Stops, suspends or abandons the match because of outside interference of any kind.
- Stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted.

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

LAW 6

Designated Match Official Duties

The duties of the Designated Match Official are to assist the referee in the control of the game. They will either be designated by the Referee or by the Host Committee. They may assist the Referee with the following areas:

- Control of the substitution procedure, ensuring that the player to be replaced has left the Field Of Play (FOP) before the substitute is allowed to enter the FOP.
- Check the equipment of all the substitutes entering the FOP.
- Ensure that a player sent from the FOP by the referee, to replace any missing or defective equipment is checked before being allowed back on to the FOP.
- If a player has been sent from the FOP by the referee to have a 'blood injury' treated that the bleeding has stopped before that player is allowed back on to the FOP.
- Keep a full record of the match details.
- Act as the timekeeper for any player who has been given a time penalty in the game.
- Report to the referee any misconduct by any of the team players or officials in the technical / bench / substitute area.
- Carry out any other duties as requested by the referee.

Commentary on the Designated Match Official

Typically, a Designated Match Official is not assigned to round robin and early playoff matches unless the Host Committee determines it necessary. Finals matches may (in addition) include the use of Assistant Referees and potentially a Fourth (4th) Official. These duties and possibly others may be distributed to any or each of these officials in order to assist the Referee.

LAW 7

The Duration of the Match

The duration of the game shall be divided into two equal periods of a specified time frame (typically a maximum of thirty (30) minutes per half) each period subject to the following:

- Allowance shall be made in either period for time lost through stoppages as decided by the referee.
- The duration of either half shall be extended to enable a penalty kick to be taken.
- The half time interval shall not exceed five minutes except by consent of the Referee.

*Competition rules may allow for a game to be played in its entirety without a half time interval or a requirement to change ends.

For matches ending in a draw, competition rules may state provisions involving extra time or other procedures approved by the International FA Board to determine the winner of the match.

LAW 8

Start of Play

Preliminaries

- A) The choice of ends is decided by the toss of a coin.
- B) The team winning the toss decides which goal it wishes to attack in the first half of the match.
- C) The other team takes the kick-off to start the match.

Kick-off

A kick-off is a way of starting or restarting play:

- At the start of the match.
- After a goal has been scored.
- At the start of the second half of the match.
- At the start of each period of extra time, where applicable.
- A goal may be scored directly from the kick-off.

Procedure

- 1) All players are in their own half of the field.
- 2) The opponents of the team taking the kick-off are at least 3m from the ball until it is in play.
- 3) The ball is stationary on the centre mark.
- 4) The referee gives a signal.
- 5) The ball is in play when it is kicked and moves forward.
- 6) The kicker may not touch the ball a second time until it has touched another player.
- 7) After a team scores a goal, the other team takes the kick-off.

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. For any other infringement of the kick-off procedure the kick-off is retaken.

Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage.

Procedure:

- 1) The referee drops the ball at the place where it was located when play was stopped, unless it was in the goalkeeper's possession, when the goalkeeper shall, at the referee's signal, return the ball into play by throwing the ball from any point within the Penalty Area.
- 2) Play restarts when the ball touches the ground.

Where barricades are in use and a drop ball is required the referee shall drop the ball 2m from the barricade at the appropriate point.

Infringements/Sanctions

The ball is dropped again:

- If it is touched by a player before it makes contact with the ground
- If the ball leaves the pitch after it makes contact with the ground, without a player touching it

LAW 9

The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line, whether on the ground or in the air
- Play has been stopped by the referee.

Ball In Play

The ball is in play at all other times including when:

- It rebounds from a goal post, the crossbar, or the barricades onto the pitch.
- It rebounds from the referee when on the pitch.

LAW 10

The Method of Scoring

Goal Scored

Except otherwise provided by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals or if no goals are scored, the match is drawn.

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time or other procedures to determine the winner of a match.

LAW 11

Offside

There is no offside.

LAW 12

Fouls and Misconduct

Fouls and misconduct are penalized as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent, even with the shoulder
- Strikes or attempts to strike an opponent
- Pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following offences:

- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately, except for the goalkeeper in his own penalty area
- *Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle)

**Note if there is no opponent in the immediate area, it is not considered to be a sliding tackle.

***Europe** - This rule does not apply if the match is being played on a natural grass playing surface.

***North America** – This rule is subject to the Host Committee based on competition requirements and may be penalized with an additional sanction.

A **direct free kick** is taken from the place where the infringement occurred.

Penalty Kick

A penalty kick is awarded if a player commits any of the aforementioned offences inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- Touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- Touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- Touches or controls the ball with his hands or feet, in the penalty area, for more than five (5) seconds

An **indirect free kick** is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Deliberately impedes the progress of an opponent when the ball is not being played
- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the point nearest to where the infringement occurred.

Disciplinary Sanctions

The use of temporary time suspensions (penalties) and the exclusion of a player arising from the issuing of a red card are the disciplinary sanctions for use in small-sided football. Match officials should employ the use of temporary timed suspensions in all cases traditionally regarded as cautionable offences.

*In European countries:

Yellow cards are no longer used in small-sided football – Blue cards are now used.

**In North American countries:

Yellow cards are still being used in small-sided football.

***These rules can be utilized or modified in any other countries not mentioned.

The options for a match official imposing disciplinary sanctions are therefore;

*Europe:

- Player shown a blue card and temporarily suspended from play
- Player shown a second blue card and permanently excluded from play

The offending team will play 1 player short for the duration of the match.

- Player shown a red card and permanently excluded from play.

The offending team will play 1 player short for the duration of the match.

*North America:

- Player shown a yellow card and temporarily suspended from play
- Player shown a second yellow card and permanently excluded from play

The offending team will play 1 player short for the duration of the match.

- Player shown a red card and permanently excluded from play.

The offending team will play 1 player short for the duration of the match.

The period of timed suspension should be on the following tariff.

The release of players from a temporary suspension should be at the direction of the Referee or a Designated Match Official if one is available.

Length of playing period	Period of suspension
30 minutes maximum per half	5 minutes

Temporary Timed Suspensions – Procedures

A player temporarily suspended from play will be shown a *blue card (Europe) **yellow card (North America) by the match official and informed as to the 5 minute penalty sanction & that the player will be suspended from play for the duration.

The player is obliged to leave the pitch and remain in a designated “penalty box” or area for the required suspension. Separate penalty box areas should be identified for each team. If no designated penalty boxes are provided then suspended players should remain in the area where they can be seen by the referee and adjacent to team officials and substitutes.

A player will be informed as to the end of a period of suspension by the referee or match official and invited to rejoin the game. Where barricades are used the players must use the opening onto the playing area.

Temporary Timed Suspensions:

***Blue Card Sanctions (Europe) / Yellow Card Sanctions (North America)**

A player is shown a *blue card (Europe) **yellow card (North America) and temporarily excluded from play if he commits any of the following offences:

For Clarification purposes - **THERE IS NO RELIEF IF A “POWERPLAY GOAL” IS SCORED!**

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick, kick in (Europe), throw in (North America), free kick or goal clearance
6. Enters or re-enters the pitch without the referee’s permission or infringes the substitution procedure
7. Deliberately leaves the pitch without the referee’s permission

For any of these offences, an **indirect free kick** is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

Sending-Off Offences

A player is sent off and shown a **red card** if he commits any of the following offences:

For Clarification purposes - **THERE IS NO RELIEF IF A "POWERPLAY GOAL" IS SCORED!**

1. Is guilty of Serious Foul Play
2. Is guilty of ***Violent Conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Uses offensive, insulting or abusive language
7. Receives a second ***blue card (Europe)** ****yellow card (North America)** in the same match

If play is stopped because a player is sent off the pitch for offence 6 or 7, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

A player who has been sent off may not take any further part in the match nor may he sit on the substitutes' bench, where provided.

The offending team will play 1 player short for the duration of the match.

In the case of **Violent Conduct towards an opponent or any other person**, the offending player will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

In the case of **Violent Conduct towards a Referee**, the player will be immediately suspended for the duration of the tournament & will not be able to participate in any IGLFA sanctioned tournaments for a minimum of 2 years. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

In the case of **Violent Conduct**, a "Lifetime Ban" may be issued if the committee determines it is warranted. The IGLFA does not tolerate "violence" of any kind.

In the case of any participant displaying any homophobic or severe prejudicial behavior, they will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered. The IGLFA does not tolerate any behavior that does not follow our Mission.

LAW 13

Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

- For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The Direct Free Kick

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded

The Indirect Free Kick

- A goal can be scored only if the ball subsequently touches another player before it enters the goal

Position of Free Kick

- All opponents must be at least *1m (Europe) **5m (North America) from the ball until it is in play
- The ball is in play after it has been touched or played

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- The kick is retaken

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- An **indirect free kick** is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

Signals

Direct Free Kick: The referee will blow the whistle and indicate direction.

Indirect Free Kick: The referee will blow the whistle and indicate an indirect free kick by raising an arm above his head. The referee will maintain the arm in that position until the kick has been taken and the ball has touched another player or the ball goes out of play

LAW 14

The Penalty Kick

A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and the Players

The ball:

- Is placed on the penalty mark

The player taking the penalty kick:

- Is properly identified

The defending goalkeeper:

- Remains on his goal line, facing the kicker, between the goalposts and under the crossbar until the ball has been kicked

The players other than the kicker are located:

- Inside the pitch
- Outside the penalty area
- Behind or to the side of the penalty mark at least 5m away from the ball

Procedure:

- The player taking the penalty kicks the ball forward
- He may not play the ball a second time until it has touched another player
- The ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:

- The ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper

Infringements/Sanctions

If any of the following situations occur:

- A player of the defending team infringes this Law:
- The kick is retaken, only if a goal is not scored
- The kick is not retaken if a goal is scored

A team-mate of the player taking the kick infringes this Law of the Game:

- The kick is retaken if a goal is scored
- The kick is not retaken if a goal is not scored

The player taking the kick infringes this Law of the Game after the ball is in play:

- An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

The ***Kick-In (Europe)** / ****Throw in (North America)**

A kick-in/throw in is a method of restarting play.

A goal cannot be scored directly from a kick-in/throw in.

A kick-in/throw in is awarded:

When the whole of the ball passes over a touch line, either on the ground or in the air from the place where it crossed the touch line or 2m into the playing area adjacent to where the ball left the playing area when barricades are in use to the opponents of the player who last touched the ball.

Position of the Ball and the Players

*Kick in (**Europe**)- The ball:

- 1) Has to be stationary on the touch line; or 2m into the playing area from the barrier where barricades are in use
- 2) Is kicked into play in any direction

The player taking the kick-in:

- 1) Has part of each foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball; or
- 2) Must stand between the ball and the barricade where in use

The players of the defending team:

- 1) Are at least 1m from the place where the kick-in is taken

Procedure

The player taking the kick-in may not play the ball a second time until it has touched another player the ball is in play immediately after it is kicked or touched

*Throw In (**North America**)

At the moment of delivering the ball, the thrower:

- 1) Faces the field of play
- 2) Has part of each foot either on the touch line or on the ground outside the touch line
- 3) Holds the ball with both hands
- 4) Delivers the ball from behind and over his head
- 5) Delivers the ball from the point where it left the field of play

All opponents must stand no less than 2m from the point at which the throw-in is taken.

The ball is in play when it enters the field of play completely

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

Infringements/Sanctions

The kick-in / throw in is retaken by a player of the opposing team if:

The kick-in / throw in is taken incorrectly

The kick-in / throw in is taken from a position other than the place where the ball passed over the touch line or where indicated by the referee where barricades are in use

Any other infringement of the Law occurs

LAW 16

The Goal *Clearance (Europe) **Kick (North America)

A **goal clearance (Europe)** is a method of restarting play in which the goalkeeper must throw the ball from within the defensive penalty area. The ball must travel beyond the penalty area to be considered in play.

A **goal kick (North America)** is a method of restarting play when the goalkeeper or another player from the same team must kick the ball from the any point of the goal area.

*A goal may not be scored directly from a **goal clearance (Europe)**.

A goal may be scored directly from a **goal kick (North America), but only against the opposing team.

The **goal clearance/goal kick** is awarded when:

The whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

Procedure

- 1) The ball is kicked from any point within the goal area by a player of the defending team
- 2) Opponents remain outside the penalty area until the ball is in play
- 3) The kicker must not play the ball again until it has touched another player

The ball is in play when **the ball is thrown (Europe)** or **kicked (North America)** from any point within the goal area by a player of the defending team directly out of the penalty area.

Infringements/Sanctions

If the ball is not thrown or kicked directly beyond the penalty area:

- The goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball, before it has touched another player:

- An indirect free kick is awarded to the opposing team from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the goalkeeper picks the ball up after it has been returned from a team mate as a back pass played with the foot:

- An indirect free kick is awarded to the opposing team, to be from the penalty area line from the place nearest to where the infringement occurred

LAW 17

The Corner Kick

A corner kick is a method of restarting play.

A corner kick is awarded when:

- The whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10

A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure

- 1) The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line
- 2) The corner flag post must not be moved
- 3) Opponents must remain at least ***1m (Europe)/**5m (North America)** from the corner arc until the ball is in play
- 4) The ball must be kicked by a player of the attacking team
- 5) The ball is in play when it is kicked and moves
- 6) The kicker must not play the ball again until it has touched another player

Infringements/Sanctions

An indirect free kick is taken by the opposing team if:

- The player taking the corner kick plays the ball a second time before it has touched another player.
- The indirect free kick is taken from the place where the infringement occurred

For any other infringement:

- The corner kick is retaken

Where the playing area is surrounded by barricades the corner kick is replaced by a kick-in at a point 2m inside the playing area at the corner nearest the point where the ball left the playing area.

Procedures to Determine the Winner of a Match

To determine the winner of a match, tied after fulltime the following procedures or a combination of these procedures may be used,

- 1) Extra time
- 2) Kicks from the penalty mark
- 3) "Golden Goal"

Use of these procedures should be detailed in the competition rules

KICKS FROM THE PENALTY MARK PROCEDURE

Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn

Procedure

- 1) The referee chooses the goal at which the kicks will be taken
- 2) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- 3) The referee keeps a record of the kicks being taken
- 4) In principle each team takes three (3) kicks, depending on the circumstances described hereafter the kicks are taken alternately
- 5) The names of the players taking the kicks are announced to the referee by the captains of each team before the kicks from the penalty mark are taken and must be among those included on the list of players submitted before the match. Only those players on the pitch at the completion of the game are eligible to take part in Kicks from the Penalty Mark

Where a player(s) has been sent off by the referee the opposing team must reduce the number of players to equalize the participants in each team prior to the Kicks from the Penalty Mark commencing if, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its three (3) kicks, no more kicks are taken

If, after both teams have taken three (3) kicks, both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order, until one team has scored one goal more than the other from the same number of kicks

Any player who has been sent off may not take part in the kicks from the penalty mark

Any eligible player may change places with his goalkeeper

Only the eligible players and match officials are permitted to remain on the pitch when kicks from the penalty mark are taken

All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half to that where the kicks are being taken

Modifications

Provided the principles of these laws are maintained, the laws may be modified in their application for matches, including for players with disabilities as outlined below.

- Any or all of the following modifications are permissible:
- Size of the field of play
- Size, weight and material of the ball
- Width between the goalposts and height of the crossbar from the ground
- The duration of the periods of play
- Substitutions

H.I.V. POLICY

Dealing with a bloody wound:

- If bleeding occurs where other participants may be exposed to blood, the individual's participation must be interrupted until the bleeding has been stopped. The wound must be cleansed with antiseptic and securely covered.
- All clothing soiled with blood should be replaced prior to the athlete resuming training or competition. Clothing soiled with blood and other body fluids must be washed in hot, soapy water.
- If an athlete leaves the field, has his injury treated and covered and wishes to re-enter the game in another, differently numbered jersey that replaces a blood-stained jersey, he may re-enter only after the referee has been advised of the change of number.

- All equipment and surfaces contaminated with blood and other body fluids should be cleaned with a solution of one part household bleach to nine parts water. This solution should be prepared fresh daily. This is particularly important on the artificial turf of indoor arenas.



While cleaning blood or other body fluid spills, the following must be done:

- Wear waterproof gloves.
- Wipe up fluids with paper towels or disposable cloths.
- Disinfect the area as described in the above.
- Place all soiled waste in a plastic bag for disposal.
- Remove gloves and wash hands with soap and water.
- Other wounds must be reviewed by medical personnel, including abrasions and all skin lesions and rashes on athletes, coaches and officials. All wounds, skin lesions and rashes must be confirmed as non-infectious and be securely covered prior to the athlete starting or continuing participation.

*Note – The facility is normally responsible for blood clean-up. Their staff have been properly trained and should have the necessary equipment/solution to do so.

CAST AND BRACE POLICY

IGLFA Policy – effective immediately

Rigid casts may not be worn in any game under the jurisdiction of the International Gay & Lesbian Football Association (IGLFA).