



IGLFA 11V11 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.

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 FGG 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 20 players (18 field players & 2 named goalkeepers) and must have a minimum of seven (7) players and a maximum of eleven (11) on the field of play at all times as required by FIFA. If a team is reduced to less than seven (7) 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 seven (7) 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 full-length matches, or a minimum of 270 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 (90-minute) games or an equivalent combination of shorter games, such as five 60-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.
- d. Twenty (20) minute tie-breaker games played in two (2) ten (10) minute halves followed by a penalty kick tie breaker if required.

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 s (Match Report) – Each team will provide a completed match report (roster) 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 (Yellow 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 eighteen (18) players and a minimum of eleven (11) 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.

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 it's 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.

4.1.2 Substitutions shall be permitted at any natural or referee stoppage in play. 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 forty-five (45) minutes, and a three (3) minute maximum half-time. Semi-final and championship matches shall consist of two equal halves of forty-five (45) minutes each with a maximum five (5) minutes half-time. Overtime periods, when used, shall comply with FIFA Laws of the Game.

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 team 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 Yellow Cards (cautions)

5.1.1 A person receiving three (3) **yellow cards** 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** 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 **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 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 the three-officials system, which requires a 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 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.

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).