



International Gay and Lesbian Football Association, IGLFA and Federation of Gay Games, FOG

Sanctioned International Championship Tournament Rules
for the IGLFA World Championships,
and the Gay Games Football Tournament
Effective January 1999

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Federation of Gay Games Mission

The purpose of the Federation of Gay Games (FGG) is to foster and augment the self-respect of lesbians and gay men throughout the world and to engender respect and understanding from the non-gay world, primarily through an organized international participatory athletic and cultural event held every four years, and commonly known as the Gay Games.

While particular emphasis is placed on these specific goals, it is a fundamental principle of the Federation of Gay Games that all activities conducted under its auspices shall be inclusive in nature and that no individual shall be excluded from participating on the basis of sexual orientation, gender, race, religion, nationality, ethnic origin, political belief(s), athletic/artistic ability, physical challenge, or HIV status.

IGLFA Mission

The primary purpose of the International Gay and Lesbian Football Association shall be to foster and augment the self respect of gay women and men throughout the world and engender respect and understanding from the non-gay community through the medium of organized football. While particular emphasis is placed on these specific goals, all activities conducted under its auspices shall be inclusive in nature. The further goals of the Association shall be to establish an international network of football clubs and to promote physical and tactical understanding of the game of football. We will also nurture the camaraderie inherent in sport.

Tournament Rules

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.

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." 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 represent the organizers and participants.

The Committee is formed to support the Host Committee so they may be provide the generous work required to host the tournament.

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 an additional Championship, such as "Co-ed" or "Master's" 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 the IGLFA.
- 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 meets the player registration and eligibility criteria and pays the appropriate registration fees.
- 2.1.6 Each player may only roster with one team and must be listed on his or her 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 shall be ineligible to play during their suspensions (Rule 5.0).

2.2 Teams

- 2.2.1 Teams in good standing with the IGLFA are eligible for participation. Good standing is defined within the IGLFA Constitution and By-Laws.
- 2.2.1 *Commentary on Team Eligibility*
It is the intent of the Team Eligibility Rule to allow the IGLFA to support the FGG and the Host Committee by serving as the "institutional memory" of the Gay Games Football Tournament and IGLFA World Championships Tournament. If a team were to exhibit behavior that indicated it did not support the FGG Mission and the IGLFA Mission, the IGLFA would make this information available to the Host Committee.
- 2.2.2 Eligible Teams shall consist of a maximum on the field of play of eleven (11) players with the minimum number of players required by FIFA (currently seven (7)).
- 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 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 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 entered 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 the scheduled starting time. Teams must check-in at the tournament headquarters at least thirty (30) minutes prior to the scheduled starting time of their match.
- 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 FG 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 the previous year and determined the top four teams (Rule 2.4) 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 year.
- 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 in favor of 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 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 weak 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.

3.5 Results Reporting

- 3.5.1 Score Cards - The Referee must report the score of each game and any infractions or injuries immediately following the game to the Tournament Committee, or designee.
- 3.5.2 Standings - Results of team standings are to be posted 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. This Coaches Meeting will be held not less than eight hours prior to the scheduled start of the first match of the tournament.

4.0 Match Rules

4.1 Substitutions

4.1 Commentary on Substitutions

It is the intent of the "free" Substitutions Rule to support the Mission of the FG and 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 made up of a combination of teams, to adjust its line-up during a game.

- 4.1.1 Unlimited substitutions and resubstitutions shall be allowed at the discretion and approval of the Referee.
- 4.1.2 Substitutions shall be permitted at the following occasions:
 - a. Kick-offs (at the restart of play, at the beginning of a period or following a goal);
 - b. Goal-kicks; and,
 - c. Throw-ins, but only by the Team with possession of the throw-in.
- 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 five (5) minutes half-time. Semi-final and championship matches shall consist of two equal halves of forty-five (45) minutes each with a 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. In 1997, a survey of men's and women's teams was performed, with 31 respondents from Europe and North America. A majority of teams preferred one full-length game per day, and 96 percent indicated they preferred match duration to be no less than 60 minutes.

- 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 (currently seven (7));
 - 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 FIFA (currently seven (7)) (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 shinguards 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. 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 dis-allows the use of metal studs for player safety, and requires jersey numbers to allow a Referee better control of the game. When a team cannot provide numbered jerseys, it can mark or tape numbers on matching color shirts.
- 4.4.2 In the event of a uniform color conflict, the team listed first on the game schedule shall be designated "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 that poses 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.

5.4 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 their jurisdiction shall be adjudicated by the IGLFA Protest Committee, as defined by the IGLFA Constitution and By-Laws, and 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 and the FGG Sports Committee, 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 members of the IGLFA. 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 - Whenever possible, Referees shall be reimbursed for their services in accordance with local rates of reimbursement. IGLFA Referees and local Referees shall be treated equally regarding reimbursement.
- 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 Referees should be given preference over non-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.

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 must also take place, either prior to, or during, the tournament. Suitable premises for these meetings must be provided by the Host Committee.

End of IGLFA Sanctioned International Championship Tournament Rules for the IGLFA World Championships and the Gay Games Football Tournament.