

QUEENSLAND MASTERS FOOTBALL

Rules of Competition 2017

March 2017

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RULES OF COMPETITION

1 COMPETITION STRUCTURE

Queensland Masters Football will arrange age restricted competitions for players as per the following table.

Competition	Year of Birth qualification
Over 35s	Players attaining the age of 35 years or older in registration year (calendar year)
Over 45s *	Players attaining the age of 40 years or older in registration year (calendar year)

* Note that for the Over 45s competition, ALL players must be aged 45 or over in the year of registration (ie born in 1972 or earlier).

Over 35s Competitions

The Over 35s competition will consist of Division 1, Division 2, Division 3, Division 4, etc.

The composition of each division will be determined on an annual basis using a combination of each club nominating a preference for a division and by the final placings of the previous year's competition.

These competitions will consist of twelve (12) teams where possible and shall be contested over twenty-two (22) fixture rounds on a "Home and Away" basis where possible.

Over 45s Competitions

The Over 45s Competition will consist of one (1) division of twelve (12) teams where possible. The composition of this division will be determined on an annual basis by each team nominating for the division. This competition shall be contested over twenty-two (22) fixture rounds on a "Home and Away" basis where possible.

Competition Winners

In all Competition Divisions, the team finishing with the most points in each division at the conclusion of the "Home and Away" season will be declared Premiers. At the conclusion of the fixture season, the top four (4) placed teams in each division will participate in a Finals Series to determine the Grand Final Winners and Runners Up.

Size of Divisions

Queensland Masters Football reserves the right to amend the size and structure of any division.

2 RULES OF THE GAME

As per FIFA Rules, with the following amendments:

- Length of games - 2 x 40 minute halves, with a 10 minute half-time break
- No Slide Tackles allowed (including Goalkeepers) - PUNISHABLE BY A DIRECT FREE KICK, & BLUE CARD
A Slide Tackle occurs when two or more players are challenging for the ball and any of them "slide" for the ball. Any challenge not made on two feet is to be considered a Slide Tackle. There must be a slide AND a tackle before the challenge can be penalised, but there does not have to be contact between the players. A player is considered to be challenging an opponent for the ball if the opponent is within a radius of **one (1) metre** of the player. These rules apply to a goalkeeper who chooses to play or attempts to challenge for the ball with his feet. They do NOT apply to a goalkeeper playing or attempting to play the ball with his hands.
- No tackling from behind
- For Cautionable Offences (fouling, abusive language, etc) and repeated general misconduct, the following card system applies:

One Blue Card means that the player spends 10 minutes in the "sin bin" (sidelined), with a replacement player permitted to take the field

Two Blue Cards (for the same player in the same game) means that the player must leave the field of play, and take no further part in the game. **NO REPLACEMENT PLAYER IS ALLOWED.** A Send-off Report is required for the accumulation of 2 Blue Cards for the same player in the same game, as a mandatory one match suspension applies.

RED CARD (Direct Send-offs) - the player must leave the field of play, and take no further part in the game. **NO REPLACEMENT PLAYER IS ALLOWED.** An official Send-off Report will be completed by the Referee, and penalties will apply depending on the severity of the offence. A Red Card (direct send-off) carries a **mandatory one-match suspension.** See “Disciplinary Summary” for a listing of offences and consequent additional suspensions.

3 FIXTURES

Scheduling

Queensland Masters Football will arrange the dates, times and venues of all fixtures, in consultation with the clubs/teams concerned. Queensland Masters Football reserves the right to schedule or re-schedule a fixture or fixtures on any day, time and place as it deems appropriate.

Duration

All fixtures will be played over two halves of 40 minutes each (a total of 80 minutes). After normal time in each half, the match official may add on Injury/Stoppage Time as they see fit.

The match official has the right to abandon any fixture match if, in their opinion, playing conditions compromise player safety.

Half Time Interval

The half-time interval must be a minimum of five (5) minutes and no longer than ten (10) minutes in duration.

Points

In all fixtures, match points will be awarded as follows:

WIN	Three (3) Points
DRAW	One (1) Point
LOSS	Nil (0) Points
BYE	Nil (0) Points
NO RESULT	Nil (0) Points for either team

4 APPLICATION FOR ALTERATION TO FIXTURES

Any application for an alteration to scheduled fixtures shall be submitted to Queensland Masters Football at least ten (10) working days prior to the scheduled fixture.

Each request will be determined on its merits. Applications for alterations due to “social functions” (eg weddings, christenings, confirmations or other social and religious events) will not be considered.

Queensland Masters Football’s decision in regards to the rescheduling of fixtures will be final.

5 NON-PARTICIPATION IN A FIXTURE

In the event the home or visiting team is not ready to commence a fixture or finals match **within 15 minutes of the scheduled kick-off time**, the match will be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team. Should any team claim such a forfeit they must notify Queensland Masters Football, noting the circumstances of the non-playing of the fixture to Queensland Masters Football.

If, for any reason, a team intends to forfeit a scheduled fixture match, the team is to provide two (2) clear days written notice of the forfeit to the Competition Administrator of Queensland Masters Football. Queensland Masters Football shall be responsible for notification to the opposition team and the Referee Co-ordinator. The match will be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team.

A team that fails to provide sufficient notification of a forfeit will be responsible for any referee fees in relation to the match. A team which persistently forfeits matches, may, at the discretion of Queensland Masters Football, be withdrawn from that competition.

6 WITHDRAWAL/REMOVAL FROM FIXTURES

If any team in the competition withdraws or is removed then the following will apply:

- (a) if the team is withdrawn or removed before the competition has started and they cannot be replaced - a bye in the competition will be substituted
 - (b) if the team is withdrawn or removed during the first round - the recorded results for that team will be deleted and a bye in the competition will be substituted
 - (c) if the team is withdrawn or removed during the second or subsequent rounds - all points and goals acquired for completed rounds will be retained by opposing teams; the recorded results for that team in the uncompleted round will be deleted and a bye in the competition will be substituted
-

7 POSTPONED MATCHES

Matches may only be postponed for reasons of ground unavailability (due to weather conditions, or unforeseen scheduling clashes). Matches will **not** be postponed for reasons of shortage of player numbers. Queensland Masters Football reserves the right to reschedule all postponed matches on any day, time and place as it deems appropriate, in consultation with both teams.

Queensland Masters Football reserves the right to record any outstanding fixtures that have not been completed by **NO LATER THAN** one (1) week after the conclusion of the fixture season as a NIL-ALL DRAW.

8 ABANDONED MATCHES

Should the match official abandon a Queensland Masters Football match, **then the match result will stand**, unless:

- (a) one or both the of the competing clubs request the match to be replayed, or
- (b) the matter is referred to Queensland Masters Football for determination

All replay requests must be made in writing within 72 hours of the match being abandoned. Any request after this time will be disregarded and the match result will stand.

Queensland Masters Football shall take into consideration the following factors when considering a request for a replay:

- reasons why the match was abandoned
- result of the match at the time of abandonment
- the impact on the final league standing of a fixture
- the impact on the finals series of a finals match

The decision of Queensland Masters Football regarding the request for a replay or to have the matter referred for determination shall be final. Queensland Masters Football's determination on the outcome of any abandoned match shall be final.

Queensland Masters Football reserves the right to determine the match result if it is satisfied that one (or both) of the competing teams, its players, officials, members or supporters were directly responsible for the abandonment of the fixture.

If the allegation is proven, Queensland Masters Football may decide to direct any of the following outcomes:

- the match be recorded as "NO RESULT"
 - the match be recorded as 0-0 draw
 - the match be recorded as a 3-0 win in favour of the opposing team, unless the score at the time of abandonment was of a greater margin in favour of the opposing team, and the points will be awarded to the opposing team
 - impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending team(s), player(s) and official(s)
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9 GOAL DIFFERENCE

If, at the end of the fixture competition, any two or more teams are equal on points, goal difference shall be taken into account in determining:

- the Premiers;
- the team or teams eligible for promotion to a higher division;
- the team or teams eligible to be relegated to a lower division;
- the teams eligible to play in the Finals Series in the respective divisions;
- all other positions on the points table.

Goal difference shall be calculated by subtracting the number of goals AGAINST from the number of goals FOR in all fixture matches:

- the team with the higher or highest resultant plus figure from such subtraction shall be deemed to have the superior goal difference and shall be the higher or highest placed team;
- the team with the lower or lowest resultant minus figure from such subtraction shall be deemed to have the superior goal difference and shall be the higher or highest placed team;
- in the case of goal difference being equal, the team having scored the most goals FOR shall be the higher or highest placed team.

In the case of teams having an equal goal difference and having scored an equal number of goals FOR:

- the team with the higher or highest number of points from matches played between the teams in question shall be the higher or highest placed team;
- if the number of points is equal, then the team with the superior goal difference from matches played between the teams in question, shall be the higher or highest placed team;
- in the case of goal difference being equal, the team having scored the most goals FOR from matches played between the teams in question, shall be the higher or highest placed team;
- if the goal difference and goals FOR are equal, then the team that scored the most away goals from matches played between the teams in question, shall be the higher or highest placed team.

If teams are still equal after taking into account all of the above considerations, the following will apply:

- to determine Premiers/Automatic Relegation - the clubs concerned shall play off one or more deciding matches on neutral ground(s), the format, timing and venue(s) of which shall be determined by Queensland Masters Football
- to determine all other positions on the table - an official of each team will be required to meet with an official of Queensland Masters Football and lots will be drawn

10 PROMOTION AND RELEGATION

Over 35s Competition

At the conclusion of the fixture season the following promotion and relegation process will apply:

Division 1

The last-placed team will automatically be relegated to Division 2.

Division 2

The 1st placed team will automatically be promoted to Division 1. The last placed team will automatically be relegated to Division 3.

Division 3

The 1st placed team will automatically be promoted to Division 2. The last placed team will automatically be relegated to Division 4.

Division 4

The 1st placed team will automatically be promoted to Division 3. The last placed team will automatically be relegated to Division 5.

Division 5

The 1st placed team will automatically be promoted to Division 4.

Other Promotion/Relegation Issues

If a team which has automatically qualified for promotion between divisions advises that they do not wish to exercise the privilege, the team that finished last in the division higher shall remain in that division.

In the event that both teams who have automatically qualified for promotion between divisions advise that they do not wish to exercise these privileges, then the two teams that finished second last and last will remain in the division higher.

If a team from any division advises that it wishes to be relegated or does not enter for the following season, the team that finished second last shall remain in that division. If the second last team was not relegated, the team that finished last shall remain in that division. If neither team was relegated, Queensland Masters Football can, if they choose, seek applications from any other teams.

If a team withdrawal or request for relegation causes a vacancy in a lower division after the application of the above rule, Queensland Masters Football can, if they choose, seek applications from any other team to fill the vacancy.

11 FINALS SERIES (All Competitions)

Scheduling

Queensland Masters Football will arrange dates, times and venues of all Finals Series matches. Queensland Masters Football reserves the right to schedule or reschedule matches on any day, time and place as it deems appropriate.

Duration

All finals matches will be played over 2 halves of 40 minutes each (a total of 80 minutes). After normal time in each half, the referee may add on Injury/Stoppage Time as they see fit.

The match official has the right to abandon any match if, in their opinion, playing conditions compromise player safety.

Half Time Interval

The half-time interval must be a minimum of five (5) minutes and a maximum of ten (10) minutes.

Format – All Competitions

Week 1

Semi Final - 1st placed team (home) v 4th placed team (away)

Semi Final - 2nd placed team (home) v 3rd placed team (away)

Week 2

Grand Final - between winners of the two (2) Semi-Finals

For all finals matches, should the scores be equal after normal time, a penalty shoot-out in accordance with FIFA regulations will be taken to determine the winner.

ALL FINALS MATCHES TO BE PLAYED AT LIONS STADIUM, RICHLANDS.

Player Eligibility – Finals Series

Minimum Requirement

To be eligible to play for a team in the finals series, a player must have been listed at that team's divisional level or lower in a minimum of six (6) matches

A player who has been listed in more matches in higher divisions is ineligible to play in a lower team's Finals Series.

Penalties and Outcomes

If a player is found to have participated in a match while in breach of the above eligibility requirements, the player will be deemed to be an ineligible player. The result of the match will be recorded as a 3-0 win in favour of the opposing team, unless the score at the end of the match was of a greater margin in favour of the opposing team.

12 CUP COMPETITIONS

Queensland Masters Football may conduct Cup Competitions before, throughout and after the conclusion of the fixture season. Rules for these Cup Competitions shall be set prior to their commencement.

13 INTERCHANGE OF PLAYERS

In all Divisions, unlimited interchange will be permitted, with no more than seven (7) substitutes permitted to be named on the team sheet. Only players' names that appear on the team sheet are permitted to take part in the match. A player who has been interchanged may return to the field for another player.

All interchanges can only occur at a break in play with the approval of the referee and must take place at the halfway line. All substitutions made at half time must enter the field from the half way on the referees signal just prior to kick off of the second half.

All substitutes must be seated within the technical area. They must wear bibs or an alternative coloured uniform to their team strip. Substitutes are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to their team strip. When warming up, substitutes are requested to choose an area furthest from the opposing team.

14 PLAYER REGISTRATION

Players are permitted to be registered for a team within the Queensland Masters Football competitions until SIX WEEKS before the commencement of the Finals series for that team. Players are not permitted to re-register with another team within the Queensland Masters Football competitions after 30 June each year.

Unless cancelled earlier, registration is effective from date of registration until 31 December of that year.

15 ELIGIBILITY/NON-ELIGIBILITY OF PLAYERS

Eligible Players

A player is eligible to take part in a Queensland Masters Football competition match, provided they have been registered with Queensland Masters Football, and they are not under suspension by Queensland Masters Football.

A player is eligible to take part in a Queensland Masters Football competition match provided their name has been listed on the team sheet and the player has signed the team sheet prior to the kickoff of the second half of the match.

Ineligible Players

Any player not registered as per Queensland Masters Football guidelines for the current season is considered ineligible and is not permitted to participate in any Queensland Masters Football competition.

Any player under suspension by Queensland Masters Football will be deemed ineligible, and is not permitted to participate in any fixture until that suspension is served. This includes automatic suspensions for blue and red cards along with penalties determined by the Disciplinary Committee.

A player whose name is not listed on the team sheet prior to the commencement of any Queensland Masters Football competition match is considered ineligible and is not permitted to participate in that match.

Queensland Masters Football reserves the right to investigate the eligibility of any player who participates in any of its competitions.

Player Eligibility – Fixtures

Over 35s Competitions

Within Over 35s Competitions, if a player plays in more than one team on the same weekend, they are only eligible to play in the team within the club which is immediately above the team for which they are registered, restricting them to two (2) matches in that weekend in these competitions. Players registered for a team in Over 45s competition may also play for a team within the club in an Over 35s competition (with the same restriction of two (2) matches per weekend in total) Note: Weekend - means Friday, Saturday and Sunday.

Over 45s Competition

Players aged Over 45 who are registered to play in an Over 35s team are eligible to participate in an Over 45s match, if required.

Players who have been listed in any higher division game more than six (6) times in total during a season are ineligible to play in any lower ranked competition.

Protest – Playing Ineligible Player

Any team is permitted to lodge a letter of protest regarding the alleged fielding of an ineligible player. The protest must be in writing and be forwarded to Queensland Masters Football. Such protests will be accepted from team officials ONLY - any protests from persons other than team officials will be disregarded. An investigation of the circumstances surrounding the incident will be undertaken immediately.

In the event that the protest is upheld, the Penalties and Outcomes as stated below will apply. In the event that the protest is dismissed, then the match result will stand.

Penalties and Outcomes

If it is established that a player competing in any Queensland Masters Football competition fixture was not legitimately registered or was ineligible to play, then the following will apply:

- the team found guilty shall forfeit any goals scored and points gained in that match and the points and match will be awarded to the opposing team.
- the game will be recorded as a 3-0 win in favour of the opposing team, unless the final result was of a greater margin in favour of the opposing team.
- Queensland Masters Football may impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or player.

In the event that it is established that both teams competing in any Queensland Masters Football competition fixture fielded players who were not legitimately registered or were ineligible to play, then the following will apply:

- the match will be deemed as a **NO RESULT**, whereby, no points will be awarded.
- Queensland Masters Football may impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or players.

16 TEAM RESPONSIBILITIES

Facilities/Ground Arrangements

Home teams should ensure:

- the ground is correctly marked, including the technical area;
- it provides suitable goal nets, safely fastened or pegged to the ground and corner flags;
- it provides toilet facilities and dressing room facilities (where possible) that are hygienic and clean;
- it provides a safe environment for players, officials and spectators;
- it provides a Referee's Room where referees can rest and leave their belongings while officiating.

Any team whose facilities do not meet the requirements specified may have its home fixtures played away.

Player Identification

Each team should ensure that players listed on the official team sheet have in their possession some legitimate form of photographic identification which should be produced at the request of the Referee or opposing Team Manager. Legitimate forms of photographic identification may include a Driver's Licence, employment ID card, or passport.

If the player is unable to produce photographic identification, he is still permitted to participate in the match. The referee should note this fact on the teamsheet (providing details). The opposing team should then submit a protest to the Competition Administrator **within 72 hours of the scheduled match time.**

Team Sheets

On match day, both teams are required to complete the Queensland Masters Football team sheet prior to the commencement of any match. The team sheet must list all players taking part in the fixture. The team sheet **MUST** be supplied to the match referee **at least 15 minutes** prior to the scheduled kick-off. Each team should provide their own copy of the team sheet.

Where possible, all players must ensure that they have signed the team sheet before it is given to the match referee. In the event a player is unable to sign the team sheet prior to the start of the fixture, it is the responsibility of the team official to ensure that player is listed on the team sheet. That player then has until the conclusion of the half time interval to sign the team sheet and must do so in front of the match referee.

Should any listed player fail to sign the team sheet by the conclusion of the half time interval and participates in the fixture, then that player will be deemed to be in breach of the Rules of Competition and the team will be disciplined as determined by Queensland Masters Football

It is the team's responsibility to ensure:

- it has minimum number of seven (7) players to commence the match;

- that it does not list more than 18 players on the team sheet;
- all players taking the field are eligible to play;
- all players taking the field of play are correctly listed on the team sheet in legible writing;
- all players taking the field of play have signed the team sheet.;
- all players are ready to commence the fixture at the scheduled kick-off time.

Alcohol Consumption - Participants

Players are **not permitted to consume alcohol** prior to or during a game **UNDER ANY CIRCUMSTANCES**. Referees have a “duty of care” to all players, and will refuse to allow a player to continue to participate in a game if alcohol consumption is evident. This clause will also apply to match officials, and coaches/managers - for the good of the game.

Alcohol Consumption - Club Facilities

Alcohol is only to be consumed in defined licensed areas at any club. Failure of any person to adhere to rules in this regard may jeopardise that club’s liquor license. Queensland Masters Football maintains a policy of no consumption of alcohol outside of licensed areas. Team officials are responsible for ensuring persons comply with this rule.

Should persons be seen to be in breach of this rule, the home team official must advise such person to conform to the rules immediately. Should such person refuse to adhere to this request, the home team official shall be at liberty to liaise with the match referee to have the game stopped until the situation is resolved.

Should this still not resolve the situation, the home team official shall be at liberty to contact the police to have such person removed.

Match Balls

The home club shall provide the appointed match referee **at least two (2) Match Balls** (Size 5), **at least 15 minutes** prior to the commencement of the scheduled fixture. All balls shall be of the same brand and must be of ‘match ball’ quality.

Playing Strips

All clubs must nominate a “Home” and have available an “Alternate” strip. The alternative strip (shirts, shorts & socks) should not clash with the nominated “Home” strip. All playing strips must have numbers on the back of the jerseys.

All first named clubs will be deemed the "Home" team and will play in their nominated colours. In the event there is a clash of colours, it will be the responsibility of the **visiting team** to change into an alternative strip. **Visiting teams should take their away strip (shirts, shorts and socks) to every match.** Team managers should check the strip worn by their opponents on a weekly basis to avoid the likelihood of a clash. Goalkeepers can wear any colour provided it does not clash with either team or referees.

Water Bottles

Due to health concerns, buckets and sponges are banned. Water bottles or individual cups are recommended. For safety reasons, water bottles are not to be thrown either on or off the field.

Results of Fixtures

The results of fixtures must be phoned to the Queensland Masters Football office (Ph. 3712 3310) by both participating teams by 9am on the day following the day on which a game is played, **or** via email to the Competition Administrator.

Stretchers and First Aid

It is advisable that all clubs allocate one stretcher suitable for first aid and emergency use at all fixtures. Officials should ensure that stretchers are placed in a safe and accessible position to first aid staff. It is recommended that a person trained in first aid is available during matches.

17 TECHNICAL AREA

Each club must have Technical Areas clearly marked as stipulated by FIFA guidelines and provide sufficient seating to allow all personnel to be seated during the match.

1. The technical area shall extend no further than one (1) metre on either side (left and right) of the designated seating area (extra seats should be available for use in addition to permanent seating if necessary) and extends forward up to a distance of one (1) metre from the touch line. If extra seating is required, it is recommended that they be placed beside the permanent bench on the side farthest away from the half way line.

2. A maximum of ten (10) persons are permitted to be within the confines of the technical area. They may include the coach, assistant coach, the substitutes and /or medical staff.
3. Only one person at a time is authorised to convey tactical instructions to the players during the match and he must return to his position after giving these instructions.
4. The coach and other officials must remain within the confines of the technical area, except in special circumstances, for example, a team physio or doctor entering the field of play, with the referee's permission, to assess an injured player.
5. All substitutes must be seated within the technical area. They must wear bibs or an alternative coloured uniform to their team strip. Substitutes are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to their team strip. When warming up, substitutes are requested to choose an area furthest from the opposing team.
6. All occupants of the technical area must behave in a responsible manner. The match official has the right to expel any person from the technical area at any time as he or she sees fit. The game will not recommence until that person has left the playing field to the match official's satisfaction.
7. Smoking or the consumption of alcohol within the confines of the playing barrier fence is strictly prohibited. This includes the team bench within the technical area and all of its occupants, including players, coaching staff, club marshals and officials.

18 DECISIONS OF THE MATCH OFFICIAL

All decisions of the match referee regarding the facts connected with play (including whether a goal is scored or not and the result of the match) are final, and no protest can be lodged.

19 MATCH OFFICIALS' INFORMATION

Team Sheets and Send Off/Incident Report Forms

At the conclusion of each match, the referee shall complete the Team Sheet and Send Off/Incident Report Forms. It is the responsibility of the **referee** to collect the team sheet, and forward to the BSRA referee co-ordinator by Wednesday of each week. The referee must also forward any Send Off/Incident Report Forms to the Referee Co-ordinator, who must then forward them to the Queensland Masters Football office by **no later than two (2) days after the weekend**, i.e. by close of business, Tuesday.

In the event a team official approaches the match referee seeking to protest the fielding of an ineligible player, the referee should instruct the team official to lodge an official protest. The referee should note this on the Team Sheet.

Please note that the Team Sheets & Send-Off/Incident Report Forms from the appointed match official will be accepted transcript. Queensland Masters Football may investigate and make alterations to this transcript if it is reasonably satisfied that an error has been made.

Non-Attendance or Unavailability of Match Official

In the event no registered match official is present to take charge of the fixture, then the designated "Home" team shall consult the visiting team and appoint a match official to take charge of the fixture. This match official has the same powers as a registered match official.

All teams are obligated to fulfill all fixtures regardless of whether an appointed match official is present to take charge. Should any team fail or refuse to participate in any fixture on the above grounds, then the following will apply:

- the match will be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team;
- the team may be subject to further disciplinary action

In the event both teams refuse to play, Queensland Masters Football reserves the right to award a **NO RESULT**, fine both teams and recommend further disciplinary action.

Extreme Weather Conditions

In extreme weather conditions, Queensland Masters Football or the appointed match official reserves the right to postpone, delay or abandon any fixture. If the appointed match official postpones, delays or abandons any fixture due to extreme weather conditions, he/she must notify Queensland Masters Football (via the Referee Co-ordinator) within 48 hours of the decision.

All teams, players, and match officials are requested to please note the following;

- If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game; *and*

- If conditions are considered extreme by the match referee, he or she has discretion to allow a 2-minute break during the course of each half.

In the event of the cancellation or abandonment of a fixture through rain rendering grounds unplayable, all such fixtures shall be played or replayed at a time and under such conditions as Queensland Masters Football shall determine, provided however, that any such fixture shall be played or replayed on the home team's ground where possible.

Players' Equipment

It is the referee's responsibility to ensure all players take the field of play are wearing equipment that is safe to themselves and any other person. All players must wear shin-guards whilst on the field of play.

Jewellery

In accordance with FIFA 'Laws of the Game', a player is forbidden to wear any type of jewellery. This includes rings, ear-rings, eye-rings, nose-rings, lip-rings, belly-rings and any other type of piercing. It also includes necklaces or other types of neck adornment, bracelets, bangles (including fitness-type bracelets) or other types of wrist adornment and any type of hair adornment. No taping of any type is permitted including wedding rings.

All jewellery must be removed before a player enters the field of play in the course of a match. There are no exceptions to this rule.

Referees are also subject to this restriction on the wearing of jewellery with the exception of watches.

Blood Rule

In the event a player suffers an injury or wound which results in the loss of blood, the match official will request that the injured player receive attention outside the field of play and only when they are satisfied that the injury or wound is safely covered and contained, will the player be permitted to rejoin the game.

In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change his attire before being permitted to rejoin the game. Should the injured player be required to change his uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if necessary.

20 DISCIPLINARY

See the current Queensland Masters Football Disciplinary policy.

21 CODE OF CONDUCT

This code applies to the conduct and behaviour of all players and team officials currently under the direct control of Queensland Masters Football, and should be read in conjunction with FIFA Fair Play Code. The Code of Conduct is printed on page 2 of the Queensland Masters Football Player Registration Form, and also on the following website - www.qldlionsfc.com.au

A breach of this Code of Conduct could be seen as bringing the game into disrepute and could result in disciplinary action by Queensland Masters Football.

22 SPECTATOR CODE OF BEHAVIOUR

This code applies to the conduct and behaviour of all spectators at matches under the direct control of Queensland Masters Football. The Spectator Code of Behaviour is available on the website (www.qldlionsfc.com.au).

23 NATIONAL FLAGS/SLOGANS/EMBLEMS

No club is permitted to display national flags, slogans or emblems at home venues under any circumstances, except for the Australian flag. Clubs who are in breach of this requirement may be sanctioned. Clubs will be allowed to dress/decorate their respective social clubs (internally) as they see fit provided flags, slogans or emblems are not visible from the playing arena.

The incorporation of national flags, slogans or emblems on any part of a player's attire or a uniform worn by a team official is strictly prohibited. Teams found to be in breach will be subject to disciplinary action.

24 LIGHTING OF FLARES/OTHER FLAMMABLE OBJECTS – THROWING OBJECTS

The lighting of flares or other flammable objects and the throwing of objects is strictly prohibited at all Queensland Masters Football matches. Teams whose supporters, members or patrons have been found to be in breach, will be held fully accountable for the actions of their supporters, members or patrons. Teams found to be in breach will be subject to disciplinary action.