

International Island Games Association

The Sports and Sports By-Laws

PART 1 – GENERAL

This Section applies to all of the approved Sports as listed below.

Section 1 - The Sports

1.1 The Approved Sports are:

- Archery
- Athletics
- Badminton
- Basketball
- Bowls – one from Indoor Bowls, Outdoor Bowls or Ten Pin Bowling
- Cycling
- Football
- Golf
- Gymnastics
- Judo
- Sailing - may also include Sailboarding
- Shooting
- Squash
- Swimming
- Table Tennis
- Tennis
- Triathlon
- Volleyball - may also include Beach Volleyball

1.2 For clarification Sailing and Sailboarding are not separate sports.

1.3 For clarification Volleyball and Beach Volleyball are not separate sports

1.4 'Bowls' shall include Indoor Bowls, Outdoor Bowls and Ten Pin Bowling but only one discipline can be held at a Games.

Section 2 - The Responsibilities of the Host Island Organising Committee

2.1 The IIGA retains overall control of the Games.

2.2 The Organising Committee shall ensure all sports operate under the IIGA Constitution Operational Guidelines and Sports By-laws and where there is no direct conflict they shall also operate under each Sport's International Federation Rules.

- 2.3** The Host Island Organising Committee (hereafter called 'the Organising Committee') shall provide medical treatment during the competitions. Arrangements must be made with a nearby hospital for emergency treatment
- 2.4** The Organising Committee shall ensure that each sport in the Games is overseen by a Technical Committee.
- 2.5** The Organising Committee shall be responsible for appointing all Sports Technical Officials for the Games
- 2.6** The Organising Committee shall appoint a suitably qualified and experienced Sports Director who shall be responsible for ensuring that each sport is properly administered.
- 2.7** The Organising Committee shall appoint suitably qualified and experienced Coordinators for each sport; who will, in partnership with the Host Island's Sport Governing Body, be responsible for arranging the competitions and ensuring that all necessary venues and facilities meet with the requirements of the IIGA Guidelines and Sports By-laws. Any doubt that exists as to the suitability of any venue or facility must be reported immediately to the Executive Committee by the Organising Committee.
- 2.8** Each Sport Coordinator shall arrange a suitable date, time and venue for both the Pre-Competition and Post-Competition Sports Team Managers Meetings.

Section 3 - Sports Team Managers Meetings

3.1 Arrangements

3.1.1 Each Sport Coordinator shall be responsible for:

- Notifying all of the competing Member Islands Team Managers, the Chairman and/or Secretary of the Technical Committee and the General Secretary of the IIGA of the date, time and venue of the Pre-Competition Sports Team Managers meeting 2 weeks before the Opening Ceremony of the Games.
- Ensuring that the date, time and venue of the Post-Competition Sports Team Managers Meeting are confirmed during the Pre-Competition Sports Team Managers Meeting.

3.1.2 The Meeting shall be chaired by the Chairman of that Sport's Technical Committee.

3.1.3 The Secretary to that Sport's Technical Committee shall act as Secretary for the Meeting

3.2 Attendance – those entitled to attend are:

- A maximum of 2 representatives of each of the competing Member Island Sports Teams
- The Technical Committee including any Co-opted Members for that sport.
- An Observer from the Sport's International Federation (if appropriate).
- The Senior Official responsible for conducting the event

- The Host Island Sport Coordinator.
- The future Host Island Sport Coordinator
- The IIGA Officers and Executive Committee Members.

3.3 Voting Rights

3.3.1 1 vote only per Member Island present

3.3.2 The Chairman shall have the casting vote if required.

3.4 The Pre-Competition Sports Team Managers Meeting

3.4.1 Suggested agenda:

- 1 If the Chairman of the Technical Committee is not present one shall be appointed from those present.
- 2 If the Secretary of the Technical Committee is not present one shall be appointed from those present.
- 3 The Chairman should: -
 - Introduce:
 - Member/s of the IIGA Executive Committee (if present)
 - The Technical Committee Members including any co-opted Members
 - Host Island Sport Coordinator
 - Observer from the International Federation (if present)
 - confirm those voting Members present
 - confirm the Programme and Order of Events
 - clarify the Rules e.g. seeding
 - notify meeting of withdrawals etc.
 - explain the procedures to be followed
 - confirm arrangements for training and warm-up
 - medal presentations
 - explain the appeals process
 - take questions from the floor
- 4 Appoint of a Jury of Appeal
- 5 Any Other Business
- 6 Confirm the day, time and place of the Post-Competition Sports Team Managers Meeting.

3.5 The Post-Competition Sports Team Managers Meeting

3.5.1 Suggested agenda:

- 1 If the Chairman of the Technical Committee is not present one shall be appointed from those present.
- 2 If the Secretary of the Technical Committee is not present one shall be appointed from those present.
- 3 The Chairman should: -

- Introduce:
 - Member/s of the IIGA Executive Committee (if present)
 - The Technical Committee Members including any co-opted Members
 - Host Island Sport Coordinator
 - Observer from the International Federation (if present)
 - Confirm those voting Members present
 - 4 Approve the Minutes of the last meeting (if available)
 - 5 Matters arising from the Minutes
 - 6 Review all aspects of the current Games:
 - pre-Games information
 - entries
 - programme
 - officiating
 - results service
 - 7 Agree an outline Programme for the next Games
 - 8 Formulate recommendations, if any, for the next Organising Committee
 - 9 Review the sport specific IIGA By-laws and forward any proposed amendments to the Technical Committee.
 - 10 Elect a Technical Committee to serve until the conclusion of the next Games. Contact details for the Chairman and Secretary to be noted in the Minutes of the meeting.
 - 11 Any Other Business
- 3.5.2 The Sports Coordinator for the next Games should, if possible, be present at this meeting.
- 3.5.3 Within 2 months of the Closing Ceremony of the Games
- Minutes of both the Pre-Competition and Post-Competition Sports Team Manager Meetings should be sent to the General Secretary of the IIGA, the Sports Coordinator of the next Host Island, to each Member Island that participated in the sport, and to any new Member Island
 - **The General Secretary of the IIGA must be informed of the names and contact details for both the Chairman and Secretary of the newly elected Sports Technical Committee**

Section 4 - The Sports Technical Committees

4.1 Meetings

The Technical Committee may meet at such times as is deemed necessary during the course of the Games.

4.2 Appointment

Each Sports Technical Committee:

- Will be elected at the Post-Competition Sports Team Managers Meeting and serve until the conclusion of the next Games.
- Shall consist of a minimum of 3 and a maximum of 6 Sports Team Members, preferably from different Member Islands.
- Shall have either a permanent Chairman or Secretary to ensure continuity.
- Include a representative from both of the future Host Islands (if applicable).

4.3 Roles & Responsibilities

4.3.1 Each Technical Committee shall:

- Oversee the Technical arrangements for their sport during the Games.
- Ensure that all sports shall operate under the IIGA Constitution, Operational Guidelines and Sports By-laws and where there is no direct conflict they shall also operate under each Sport's International Federation Rules.
- Each Technical Committee may co-opt non-voting persons to act as advisers.

4.3.2 In the period between the Games the Technical Committees will act in an advisory capacity for the Executive Committee, the next Host Island Organising Committee and Sport Coordinator.

4.3.3 Any proposed amendment to the Sports By-laws must be forwarded by the Technical Committee to the General Secretary of the IIGA no later than 6 months before the Games at which the changes will come into effect for approval by the IIGA Executive Committee.

Section 5 – Jury of Appeal

5.1 The Jury of Appeal for all sports will:

- Be appointed at the Pre-Competition Sports Team Managers Meeting.
- Consist of a panel of 5 Members, preferably from different competing Member Islands, plus a non-voting Secretary.
- Have no more than 40% of the Members from 1 Member Island.
- Require a minimum of 3 Members, plus the Secretary, to hear an appeal.
- A Member of the Jury of Appeal cannot participate in an appeal which concerns a competitor from the same Member Island.
- Permit the official International Federation Delegate/Observer of the sport or event to attend if present at the Games but not have a vote.

Section 6 Protests and Complaints

6.1 Any protests or complaints will be investigated by the Referee and a decision made by him/her. An appeal against this decision can be made to the Jury of Appeal with a further right of appeal by any aggrieved party to the Island Games Association Court. The Court will not deal with any protests or complaints made against a referee or other official regarding placing, fouling or other facts of the competition save for exceptional circumstances.

PART 2 – SPORTS SPECIFIC BY-LAWS

Section 6 - The Sports By-laws

Football By-laws

Section 1 Competition Rules

- 1.1 The Football competition shall operate under the IIGA Constitutional Operational Guidelines and Sports By-laws and where there is no direct conflict with the aforesaid IIGA Rules and Regulations matches shall be played in accordance with The Laws of the Game of Football (the Laws) as authorised by Federation Internationale de Football Association (FIFA)
- 1.2 **Players Qualifications**
Players must be registered with a Football club affiliated to a recognised National Association.
- 1.3 The Rules of the Competition are binding on the Teams taking part.
- 1.4 The Management Committee shall have power to apply, act upon, and enforce the Rules of the Competition and together with the Technical Committee shall also have jurisdiction over all matters affecting the competition. The Management Committee shall be appointed by the Host Island Organising Committee.

Section 2 General Rules

2.1 Island Representation

- 2.1.1 Each Member Island may enter a maximum of 1 Team per gender
- 2.1.2 Each participating Member Island can name a squad of not more than 20 players, each to be given assigned numbers which must not be changed during the competition. Details to be forwarded to the Organising Committee by electronic mail at least 28 days prior to the commencement of the competition.

2.2 Ages of Competitors

- 2.2.1 The minimum age for competitors is 16 years as at the date of the Opening Ceremony of the particular Games.
- 2.2.2 In respect of competitors under the age of 18 years competing Islands must make arrangement for them to be correctly supervised and comply with all relevant child welfare legislation of their own Island and that of the Host Island.

2.3 Officials

- 2.3.1 There does not exist within UEFA or FIFA a standard classification for referees. Accordingly the Organising Committee shall appoint a referees co-ordinator, experienced in refereeing matters, who will be responsible for identifying the best suitable match officials of the required standard based on the experience of previous Games. The Technical Committee to be consulted as necessary.
- 2.3.2 No referee residing on a particular Member Island shall be allowed to referee a match involving his/her Member Island.

2.3.3 Where possible the preference of the Technical Committee would be that the Assistant Referees and the Fourth Official are appointed from neutral islands.

2.3.4 Referees, Assistant Referees and Fourth Officials are to be at the grounds at least 1 hour prior to kick-off.

2.4 Competition Programme

2.4.1 The competition shall be limited to no more than 16 teams and shall be played on a league basis in the 1st. Stage, with teams divided into groups of not more than 4 teams in each group. Each Team shall play 1 match against each of the other Teams in its group. 3 points shall be awarded for a win, and 1 point for a draw. Dependant on the number of Teams participating group configurations will follow the format as laid out in Appendix 1.

In the cases where there are an unequal number of Teams in each qualifying group the same criteria as used by FIFA will be applied and is defined as follows:

In the competitions where there is an unequal number of group configuration, once all the matches in the various groups have been played, the result between the Teams finishing 2nd and the last placed Team (in larger groups) will not be considered when comparing the 2nd placed Teams' respective records, to determine best placed runner-up. This criteria can be applied to determine best placed 3rd (or even 4th placed) Team for ranking purposes or to determine other play-off matches.

Once this has been applied, if the points are equal, then the best record will be determined in chronological order as follow:

- Goal difference
- Goals scored

2.4.2 In the event of any Teams being level on points for any place in their Group the results between the Team(s) shall take precedence.

2.4.3 In the event of any Teams being level on points and the results between the Team(s) being equal, the Team(s) with the superior goal difference (goals scored less goals conceded) shall take precedence.

2.4.4 In the event of the results between the Team(s) and the goal difference being equal, the Team that has scored most goals shall take precedence.

2.4.5 In the event that two or more teams are on equal points and head to head result is a draw (or not applicable e.g. when deciding placings between teams in different groups such as for best runner up) and when Goal Difference AND Goals Scored are also equal between two or more tied teams, then the criteria to determine final placings will be applied in the following order:

(i) The Island with the best Fair Play record, calculated as 3 penalty points for a red card dismissal and 1 penalty point for a yellow card caution plus a further 2 penalty

points if a second yellow card in the same match results in the player's dismissal;

(ii) The result of the any played penalty shoot –out for drawn group matches (see 5.3.1) shall decide the placings between those teams OR the result of an arranged penalty shoot-out between TWO teams on equal points, Goal Difference, Goals Scored and Fair Play from different groups in determining best placed runner up;

(iii) If more than two islands are involved then the drawing of lots will take place.

2.4.6 In the event of a match being abandoned due to weather conditions or postponed because of an unfit pitch, the Management Committee will endeavour to arrange for the game to be replayed if possible. Failing this, the Management Committee will award each team 1 point during the Group matches, or will decide the placing by the drawing of lots.

2.4.7 In the event of a match being abandoned due to the conduct of one or both Teams or their supporters, the Management Committee will adjudicate and will have the power to award the match result.

2.4.8 Any Team failing to fulfil its fixture obligation may forfeit the match, which may be awarded to their opponents as decided by the Management Committee.

2.4.9 The Management Committee shall have the power, after consulting the Technical Committee, to alter the competition format once the final number of Teams is known but will at all times have regard to the terms Appendix 1.

2.5 Training

2.5.1 Arrangements for any Pre-Games training/practice shall be made at the discretion of the Organising Committee.

2.5.2 Competition venues should be made available to the competing Member Island Teams for training a minimum of 2 days prior to the Opening Ceremony of the Games.

2.6 Draws

To be undertaken by the Host Island in conjunction with the Technical Committee.

The draw should take into account the “ranking” of the seeded Islands aligned with the underlying principal that for the semi-final pairings and based on a four group competition, then the winner of the group in which Seed 1 is placed will meet the winner of the group in which Seed 4 is placed and similarly the winner of the group in which Seed 2 is placed will meet the winner of the group in which Seed 3 is placed. If the competition has only three groups (and therefore only three seeded teams) whereby the best runner-up will qualify for the semi-finals, then the winner of the group in which Seed 1 is placed will meet the best runner-up and the winner of the group in which Seed 2 is placed will meet the winner of the group in which Seed 3 is

placed.

However, where the best runner up was in the same Group as Seed 1, the semi-finalists to be changed to read Seed 1 v Seed 3 and Seed 2 v Best Runner up.

If the competition has only two groups then Seed 1 will be placed in the same group as Seed 4 and similarly Seed 2 will be placed in the same group as Seed 3.

2.6.1 The seeds should be:

The PRIMARY seeding of Islands will be as follows:

Seed 1 – Hosts

Seed 2 - Current Gold medal holders.

Seed 3 - Current Silver medal holders.

Seed 4 – Current Bronze medal holders.

Where a primary seeded Island either does not participate, or they are already seeded 1 by virtue of being the host Island, then the first replacement of a vacant primary seeded slot (starting with the highest seed) will be the 4TH placed Island at the previous Games.

Thereafter, should there be a need to replace any further primary seeded slot then the replacement thereof will take place in the following order:

Gold medal winner from the preceding Games.

Silver medal winner from the preceding Games.

Bronze medal winner from the preceding Games.

4th placed Island from the preceding Games

and so on following the same hierarchy principle going back to earlier Games until all of the vacant primary seeded slots have been filled.

Furthermore any replacement seed will come in as 4th seed and existing seeds will automatically move their seeding rank up to next seeding place.

e.g. If seed 2 drops out then seed 3 becomes seed 2 ,seed 4 becomes seed 3 and 1st replacement comes in as seed 4.

Should a seeded team withdraw AFTER the competition draw has been made the procedure for a replacement seed will follow same due process as previously set out had the seeded team withdrawn BEFORE the draw.

2.7 Venues and Kick-Off Times

2.7.1 All venues chosen by the Host Island must meet the requirements specified under the Laws. Any variations must be referred to the Technical Committee for approval.

2.7.2 Kick-Off times will be decided by the Organising Committee with the proviso that:

2.7.2.1 All final matches in each group should be scheduled to Kick-Off at the same time.

2.7.2.2 Where there are only three groups and a best runner-up to be decided then the final matches in all groups should be scheduled to Kick-Off at the same time.

2.8 Equipment

2.8.1 Players equipment shall be in accordance with the Laws as authorised by FIFA.

2.8.2 Size 5 footballs shall be used in all matches, and will be supplied by the Management Committee.

2.9 Clothing

2.9.1 The regulation of FIFA concerning clothing and advertising on clothing will apply; provided that any further regulations that may be imposed by the IIGA shall take precedence.

2.9.2 Team Colours

2.9.2.1 Each competing team shall register its first and second choice colours which must be a complete change in colour for each kit. A photograph of each kit design (shirt, shorts and socks) must be sent to the Organising Committee for approval by electronic mail at least 28 days prior to the commencement of the competition.

2.2.9.2 In the event of a clash of colours, the 2nd named Team in the draw shall change. If the 2nd named team fails to avoid a clash of colours, in the opinion of the Referee, they will forfeit the match.

2.10 Medical

The Organising Committee shall provide sufficient medical treatment during the competitions. Arrangements must be made with a nearby hospital for emergency treatment.

2.11 Medals

2.11.1 The Group winners will play for the Gold and Silver placings, and the 2 runners-up will play-off for the Bronze and 4th placings. Matches may also be played for other placings through the groups.

2.11.2 Gold, Silver and Bronze medals will be awarded to the Teams finishing in 1st, 2nd and 3rd places respectively.

2.12 Protests and Complaints

2.12.1 Any protests or complaints will be investigated by the Management Committee and a decision made by them. An appeal against this decision can be made to the Jury of Appeal with a further right of appeal by any aggrieved party to the Island Games Association Court.

2.12.2 All questions on interpretation of the Rules shall be referred to the Management Committee, but no objection relative to the dimensions of the pitch, the size of the goals, the nets or the corner flags shall be entertained by the Management Committee unless a protest is lodged with the match Referee prior to the commencement of the game.

2.12.3 All protests and complaints relative to a particular game in the Competition shall be made in writing to the Secretary of the Management Committee and be received by him within 2 hours of the completion of the match.

2.12.4 All such protests and complaints shall be heard by the Management Committee with a quorum consisting of at least 3 members from neutral territories.

2.13 Banned Substances and Drug Testing

All competitors in every event shall be subject to Section 9 of the Operational Guidelines of the IIGA.

Section 3 - Technical Committee See PART 1 – GENERAL Section 4 – The Sports Technical Committees

3.1 Appointment – See Section 4.2 – pages 4 & 5

3.2 Meetings – See Section 4.1 - page 4

Section 4 – Pre and Post-Competition Sports Team Managers Meetings - See PART 1 – GENERAL Section 3 – Sports Team Mangers Meetings

4.1 The Pre-Competition Sports Team Managers Meeting – See Section 3.4 - page 3

4.2 The Post-Competition Sports Team Managers Meeting - See Section 3.5 - pages 3 & 4

4.3 Jury of Appeal – See Section 5 - page 5

Section 5 - Team Competitions

5.1 The competition shall be organised by the Host Islands Sport Organiser for Football and his Management Committee.

5.2 The Competition will be controlled by the Management Committee in partnership with the Football Technical Committee

5.3 Duration of Matches

5.3.1 All Group matches shall be of 45 minutes each-way duration. For ANY drawn group match after 90 minutes, a penalty shoot-out will be conducted by the taking of kicks from the penalty mark. The result of the penalty shoot-out in these circumstances will NOT affect the result of the game after 90 minutes or the points awarded but may be used, if and when required, under the ruling covered by section 2.4.5 to decide on final group placings in the event of an absolute tie (i.e. goal difference, goals scored being equal).

5.3.2 All place matches shall be of 45 minutes each-way duration. If the teams are level at fulltime, the matches shall be decided by the taking of penalty kicks from the penalty mark.

- 5.3.3 Where the teams are level after 90 minutes in the final, semi-finals or third and fourth placing match, then extra time of 15 minutes each way shall be played. If after extra time the teams are still level, the matches shall be decided by the taking of penalty kicks from the penalty mark.
- 5.3.4 The half time interval shall not exceed 15 minutes unless with the consent of the match Referee.
- 5.3.5 The referee may at his discretion allow one drinks break per half that must not exceed 3 minutes duration.

5.4 Penalty Decider

The taking of kicks from the penalty mark to decide a match shall be in accordance with the Laws of the Game.

5.5 Team Sheets

Each Team Manager will be responsible for handing a Team sheet to the match Referee showing the squad number and name of each player of the starting Team and the squad numbers and names of the remaining members of the squad, not less than 30 minutes before the kick-off. No changes shall be made to the Teams without notifying both Team Managers in the presence of the match Referee before the commencement of the game.

5.6 Substitutes

- 5.6.1 In all Group matches & Place matches, up to a maximum of 7 substitutes may be used from a maximum of 9 nominated substitutes.
- The 7 substitutions can only be made within a maximum of three substitution breaks per team (excluding half time substitutions) throughout the duration of the game.
- 5.6.2 In the semi-final, & medal matches, up to a maximum of 5 substitutes may be used from a maximum of 9 nominated substitutes.
- However, in addition, where the score is level after normal play, a 6th substitute may be used during the period of extra time.
- 5.6.3 All substitutions must be made in accordance with the Laws of the Game & subject to the rule relating to the taking of penalty kicks from the penalty mark.

5.7 Reporting of Results

- 5.7.1 Each Team Manager will be responsible for completing a match result card showing all players used goal scorers and match result, and must hand it to the match Referee no later than 20 minutes after the conclusion of the match.

- 5.7.2 The Referee shall be responsible for notifying the Management Committee of the result of each game at its conclusion by agreeing and handing in the match result cards.
- 5.8 **Code of Conduct**
- 5.8.1 Players, Managers and Coaches shall be aware at all times of our Code of Conduct that is shown at Appendix 2.
- 5.8.2 A player who is sent off the field of play (red card) will automatically miss his team's next match, and may be reported to the players own Football Association who may, after considering the misconduct report(s), vary that suspension. Any cases of serious misconduct may also be reported to the appropriate Football Association.
- 5.8.3 A player who receives 2 cautions (yellow cards) during the duration of the Games will miss his team's next match and may be reported to his own Football Association.
- 5.8.4 A single yellow card remaining from the group stages will not be carried forward to the knock-out or ranking matches.
- 5.8.5 A red card received in the final match may be carried forward to the next Games where it is of sufficient seriousness to have been referred to the Technical Committee during the duration of the Games.

Appendix 1

The Organising Committee are responsible for the organisation of placing matches for 5th. place and above, based on the total number of matches they can accommodate within the week of the Games, however the recommendation of the Technical Committee (as supported by the Member Islands) is that placing matches should take place, and in accordance with guidelines as set out below:

- 1 **6 Teams** - 2 groups of 3 playing round-robin matches. Top 2 from each group goes through to semi-finals (winner of each group play the runner-up of the other group) and the winners of the semi-finals play in the finals. The losing semi- finalists play-off for 3rd and 4th place. The Teams that finished 3rd in the groups play-off for 5th and 6th place.
This gives Teams a minimum of 3 and a maximum of 4 matches making 11 matches in total for the competition.
- 2 **7 Teams** - 1 group of 4 and 1 group of 3 playing round-robin matches. Top 2 from each group goes through to semi-finals (winner of each group play the runner-up of the other group) and the winners of the semi-finals play in the finals. The losing semi-finalists play-off for 3rd and 4th place. The Teams that finished 3rd in the groups play-off

for 5th and 6th place and the Team that finished last in the group of 4 will be placed 7th. This gives Teams a minimum of 3 and a maximum of 5 matches making 14 matches in total for the competition.

- 3 **8 Teams** - 2 groups of 4 playing round-robin matches. Top 2 from each group goes through to semi-finals (winner of each group play the runner-up of the other group) and the winners of the semi-finals play in the finals. The losing semi-finalists play-off for 3rd and 4th place. The Teams that finished 3rd in the groups play-off for 5th and 6th place and the Teams that finished bottom of each group will play-off for 7th and 8th place.

This gives Teams a minimum of 4 and a maximum of 5 matches making 18 matches in total for the competition.

- 4 **9 Teams** - 3 groups of 3 playing round robin matches. The top team of each group plus the best placed runners up (to be decided in accordance with Rule 2.4.1) go through to the semi-finals.

The winners of the semi-finals go through to the final with the two losing semi-finalists playing off for 3rd. and 4th. place.

The remaining two teams that finished runners-up in their group play off for 5th. and 6th. place with the next two best placed teams playing off for 7th. and 8th. place. The remaining team will be ranked 9th.

This gives teams a minimum of 3 and a maximum of 4 matches making 15 matches in total for the competition. However the worst placed team after the group matches will only play 2 matches in total.

- 5 **10 Teams** – One group of 4 and two groups of 3 playing round robin matches. The top team of each group plus the best placed runners up (to be decided in accordance with Rule 2.4.1) go through to the semi-finals.

The winners of the semi-finals go through to the final with the two losing semi-finalists playing off for 3rd. and 4th. place. The remaining two teams that finished runners-up in their group play off for 5th. and 6th. place. The four remaining teams based on their final group placing (to be decided in accordance with Rule 2.4.1) will play off for 7th. and 8th. place and 9th. and 10th. place.

This gives teams a minimum of 3 and a maximum of 5 matches making 19 matches in total for the competition.

- 6 **11 Teams** - 2 groups of 4 and 1 group of 3 playing round-robin matches. Top Team from each group goes through to semi-finals plus the best placed runner-up (to be decided in accordance with Rule 2.4.1. The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining 2 runners-up in

the group stages play-off for 5th and 6th place. The 2 best placed Teams that finished 3rd (based on Rule 2.4.1) in each group will play-off for 7th and 8th place and the remaining 3rd placed Team will play-off for 9th and 10th place against the best placed Team that finished 4th in either of the groups of 4 (based on Rule 2.4.1). The remaining Team from the group of 4 will be placed 11th.

This gives Teams a minimum of 3 and a maximum of 5 matches making 22 matches in total for the competition.

- 7 **12 Teams** - 3 groups of 4 playing round-robin matches. Top Team from each group goes through to semi-finals plus the best placed runner-up (to be decided in accordance with Rule 2.4.1). The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining 2 runners-up in the group stages play-off for 5th and 6th place. The 2 best placed Teams that finished 3rd (based on Rule 2.4.1) in each group will play-off for 7th and 8th place and the remaining 3rd placed Team will play-off for 9th and 10th place against the best placed Team that finished 4th in either of the groups of 4 (based on Rule 2.4.1). The remaining 2 Teams will play-off for 11th and 12th place.

This gives Teams a minimum of 4 and a maximum of 5 matches making 26 matches in total for the competition.

Note: The total number of matches could be reduced by eliminating play-off matches above 3rd and 4th place and just placing Teams according to their final group placing. If applied this would reduce the total number of matches to 22 and the minimum number of matches for Teams placed 5th or lower to 3 instead of 4.

- 8 **13 Teams** – One group of 4 and three groups of 3 playing round robin matches. The top team from each group goes through to the semi-finals. The winners of the semi-finals go through to the final with the two losing semi-finalists playing off for 3rd. and 4th. place. The next 8 teams based on their final group placing (to be decided in accordance with Rule 2.4.1) will play off for 5th. and 6th. place, 7th. and 8th. place, 9th. and 10th. place and 11th. and 12th. place. The remaining team will be ranked 13th.

This gives teams a minimum of 3 and a maximum of 5 matches making 23 matches in total for the competition. However if the worst placed team is in one of the groups of 3 then they will only play 2 matches in total.

- 9 **14 Teams** – 2 groups of 4 and 2 groups of 3 playing round robin matches. The top team from each group goes through to the semi-final. The winners of the semi-finals go through to the final with the 2 losing semi-finalists playing off for 3rd. and 4th. place. The remaining 10 teams based on their final group placing (to be decided in accordance with Rule 2.4.1) will play off for 5th. and 6th. place, 7th. and 8th. place, 9th

and 10th. place, 11th. and 12th. place and 13th. and 14th. place.

This gives teams a minimum of 3 and a maximum of 5 matches making 27 matches in total for the competition.

10 **15 Teams** - 3 groups of 4 and one group of 3 playing round robin matches.

The top team from each group goes through to the semi-finals. The winners of the semi-finals go through to the final with the two losing semi-finalists playing off for 3rd and 4th place. The remaining best placed 10 teams based on their final group placing(in accordance with Rule 2.4.1) will play off for 5th and 6th place, 7th and 8th place, 9th and 10th place, 11th and 12th place and 13th and 14th place. The remaining team will be ranked 15th.

This gives teams a minimum of 3 and a maximum of 5 matches making 30 matches in total for the competition. However if the worst placed team is in the group of 3 they will only play 2 matches.

11 **16 Teams** - 4 groups of 4 playing round-robin matches. Top Team from each group goes through to semi-finals (e.g. winner of group A plays winner of group B and winner of group C plays winner of group D). The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining 12 teams, based on their final group placing will play off respectively for 5th. and 6th. place; 7th. and 8th. place; 9th. and 10th. place; 11th. and 12th. place; 13th. and 14th. place and 15th. and 16th. place.

This gives Teams a minimum of 3 and a maximum of 5 matches making 31 matches in total for the competition.

Appendix 2 - Statement of Conduct

The Island Games Association (IIGA) has a responsibility to promote high standards of behaviour across all its sports including the game of Football and supports FIFA's RESPECT initiative which forms the basis of the code.

The IIGA is concerned to ensure a standard of respect across all its sports and is committed in dealing with incidents that breach the Code.

Please play your part and observe the IIGA's Football Code of Conduct for players, managers and coaches at all times.

Remember

- . Two yellow cards and you miss the next match.
- . A red card and you miss the next match.

.There is no appeal against a red or yellow card during the tournament

On and off the field, players, managers and coaches must:-

- Adhere to the Laws of the Game
- Display and promote high standards of behaviour
- Promote Fair Play
- Always respect the match official's decision
- Never engage in public criticism of the match officials
- Never engage in offensive, insulting or abusive language or behaviour
- Never engage in bullying, intimidation or harassment
- Speak to team-mates, the opposition and coach/manager with respect
- Win or lose with dignity. Shake hands with the opposing team and the referee at the end of every game.

Where the Code is not followed, the following actions may be taken by the IIGA or relevant Island Association in addition to the action that the referee has taken under the LAWS OF THE GAME

- Be required to apologise to team mates, the other team, referee or team coach/manager
- Receive a verbal warning
- Receive a written warning
- Be substituted during play
- Be suspended from training
- Not be selected for the team
- Be required to serve a suspension or match ban
- Re-imbursment sought for damages incurred
- Be banned from current or future Island Games or both

Appendix 3 – Recommended Best Practice

1. Fourth Officials.

Fourth officials of an acceptable standard should be provided at all matches, taking into consideration the Island teams involved and past history, where known. In the modern game ability of the officials to manage the game off the

pitch is becoming increasingly important in supporting the match referee to manage the game on the pitch and no longer is the fourth official's role solely to control the substitutions but has a much wider scope. So whilst the TC will always support developmental opportunities for younger officials a suitable balance must be found between identifying such developmental opportunities whilst ensuring that for the nature of the match it is managed to an adequate standard in terms of controlling dugouts, managers, coaches and off field players. This responsibility to achieve this balance would lie with the referees co-ordinator.

2. Dugouts.

Dugouts and / or adequate seating areas should be provided at all match venues for at least 15 people. Where dugouts are temporary and / or mobile, then they should be placed at a minimum of 10 metres apart, where possible. In order to discourage and dispel as far as possible negatives arising between opposing dugouts.