

QUEENSLAND MASTERS FOOTBALL

Rules of Competition
2024

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1.0 COMPETITION STRUCTURE

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

Competition	Year of Birth Qualification
Women's Over 30s	Players born 1994 or older
Men's Over 35s	Players born 1989 or older
Men's Over 45s*	Players born 1979 or older

* For the 2024 season, Over 45s teams will be permitted a maximum of 5 players between the ages of 42 and 45 years (players can be turning 42 at any time throughout 2024. For the avoidance of doubt, players born in the year 1982 and be eligible, but not 1983.

Women's Over 30s Competitions

The Women's Over 30s competition will consist of Women's Legends Division 1. This competition will consist of ten (10) teams where possible and shall be contested over eighteen (18) rounds on a "Home and Away" basis where possible.

Men's Over 35s and Over 45s Competitions

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

The composition of each division will be determined on an annual basis by the final placings of the previous year's competition. These competitions will consist of ten (10) teams where possible and shall be contested over eighteen (18) fixture rounds on a "Home and Away" basis where possible.

Competition Winners

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

Promotion/Relegation

The highest placed team at the end of the regular season will earn promotion to the higher division, except for Division 1, where there is no promotion.

The lowest placed team at the end of the regular season will be relegated to the lower division.

The nomination of new teams may skew the promotion/relegation of teams throughout divisions. The final composition of divisions will be determined by Queensland Masters Football.

2.0 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)
 - A slide tackle occurs when two or more players are challenging for the ball and any of those offending players "slide for the ball".
 - The action itself must be considered a tackle on an opposing player created from a sliding motion.
 - A player will be penalized for a slide tackle even if there is no contact between the two players whilst that player is within a radius of one (1) metre of the opposing player.
 - A sliding tackle must be penalised with a direct free kick, or penalty if committed by a defender inside the penalty area.

- A slide tackle offence is a blue card and 10 minutes in the sin bin with NO REPLACEMENT.
- The golden rule is for players to always stay on their 2 feet.
- Block Tackle
 - A block tackle is not considered a slide tackle.
 - A block tackle in which the players' momentum takes both players to the ground does not become a sliding tackle unless then strikes or attempts to strike for the ball whilst on the ground.
- Playing at the ball whilst on the ground
 - If a player plays at the ball whilst on the ground within a radius of one (1) metre of an opposing player, the player is penalised with an indirect free kick (no blue card) unless the referee deems the offence as dangerous.

The above rules also apply to the Goalkeeper if they lead with their feet towards an attacking player. If the Goalkeeper leads with their hands to get the ball this is NOT an offence unless they contact the attacking player. Please note that it is not an offence simply to play the ball off the ground, a player who slides in to prevent the ball going out of play or to score or prevent a goal, must not be penalised, unless the slide is part of a challenge within a radius of one (1) metre of an opponent.

- No tackling from behind
- For cautionable offenses (fouling, abusive language etc.) and repeated misconduct, the following card system applies:
 - The Blue Card effectively replaces the yellow card and should be used in all circumstances where the normal Laws of the Game require the use of a yellow card.

First Blue Card – Player must spend 10 minutes in the Sin Bin and NOT be replaced resulting in the offending players team playing the penalised 10-minute period with 1 less player. They may NOT be replaced by a substitution. The player will only be allowed back onto the field of play once there has been a stop in play and after receiving a signal from the referee.

Second Blue Card – (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 two blue cards for the same player in the same game, as a mandatory one match suspension applies.

Red Card (Direct Send Off) – 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 must be completed by the referee, and penalties will apply depending on the severity of the offence. A Red Card carries a mandatory one match suspension. See Disciplinary Summary for a listing of offences and consequent additional suspensions.

3.0 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). The half time interval must be a minimum of five (5) minutes and no longer than ten (10) minutes in length. 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 if, in their opinion, playing conditions compromise player safety.

Points

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

WIN	3 Points
DRAW	1 Point
LOSS	0 Points
BYE	0 Points
NO RESULT	0 Points
FORFEIT LOSS	0 Points
FORFEIT WIN	3 Points

4.0 APPLICATION FOR ALTERATIONS 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” (e.g. weddings, christenings, confirmations, birthdays or other social or religious events) will not be considered.

Queensland Masters Football’s decision regarding the rescheduling of fixtures will be final.

5.0 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 forfeit.

If, for any reason, a team intends to forfeit a scheduled fixture match, the team is to provide two (2) days of written notice of the forfeit to the Competition Administrator of Queensland Masters Football. Queensland Masters Football shall be responsible for notification of the forfeit to the opposition team and the Referee Coordinator. 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.

6.0 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 removed during the second or subsequent rounds, all points and goals acquired for completed rounds will be retained by opposing teams, and the recorded results for that team in the uncompleted round will be deleted and a bye in the competition will be substituted.

7.0 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 player unavailability. 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 **1 week** after the conclusion of the fixture season as a NIL-ALL DRAW.

8.0 ABANDONED MATCHES

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

- a) One or both 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 of a fixture on the final league standing.
- The impact on the final's series (if 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.

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

- The match be recorded as a NO RESULT.
- The match be recorded as a 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 the 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).

9.0 GOAL DIFFERENCE

If, at the end of the regular season, any two or more teams are equal on points, goal difference shall be considered to determine:

- 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.

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 questions 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 questions, 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 considering all the above, 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.

10.0 FINALS SERIES

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. Semi-Finals will be hosted by the teams who finish 1st and 2nd on their respective ladder. Grand Finals will all be played at grounds under the jurisdiction of Lions FC (i.e. Luxury Paints Stadium or CJ Greenfield Reserve).

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

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

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 the winners of the two Semi-Finals

The highest placed team who makes it through to the Grand Final will be considered the home team.

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. No extra time will be played.

Player Eligibility – Finals Series

Minimum Requirement

To be eligible to play for a team in the final's 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.

11.0 INTERCHANGE OF PLAYERS

In all divisions, unlimited interchange will be permitted, with no more than seven (7) substitutes to be listed on the teamsheet. Only players' names that appear on the teamsheet 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 halfway line on the referee's signal just prior to the 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.

12.0 PLAYER REGISTRATION

All players must be registered in Squadi to be eligible to participate in fixtures. For an individual to be eligible, they must upload a current, recognisable, passport style photo to their Squadi profile on registration to confirm the identity of the individual. Any player who does not fulfil this requirement may be deemed ineligible.

Players are not permitted to re-register with another team within the Queensland Masters Football competitions after June 30 of each year.

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

13.0 PLAYER ELIGIBILITY AND INELIGIBILITY

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 disciplinary suspension.

A player is eligible to take part in a Queensland Masters Football competition match provided their name has been listed on the Squadi teamsheet.

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 fixture.

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 red and blue cards along with penalties determined by the Disciplinary Committee.

A player whose name is not listed on the teamsheet prior to the commencement of a fixture is considered ineligible and is not permitted to participate in the match.

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

Player Eligibility – Fixtures

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 division.

For avoidance of doubt, the ranking of competitions is as follows (highest division first):

- Men's Over 35s (all divisions in numerical order)
- Men's Over 45s (all divisions in numerical order)

Women's Over 30s (Legends) Competitions

Players registered to NPL Women, FQPL 1-3 Women (including U23s) or Women's Metro League Division 1 are ineligible to play in Legends competitions. Any player found breaching this rule will be deemed ineligible. Any team/club who is adjudged to have fielded an ineligible player will be deemed to have forfeited the match and subject to the Penalties/Outcomes provisions below.

Men's 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.

Men's Over 45s Competitions

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

Protest – Playing Ineligible Player

Any team is permitted to lodge a letter of protest regarding the alleged fielding of an ineligible player, provided they were participating in that fixture. For avoidance of doubt, teams cannot protest matches they are not involved in. The protest must be in writing and sent 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.

If the protest is upheld, the Penalties and Outcomes as stated below will apply. If 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 for the 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 result was of a greater margin in favour of the opposing team. If the result was a draw with more than 3 goals (i.e. 4-4, 5-5), the match result will be recorded as a 3-0 win in favour of the opposing team, but all players will keep their statistics.
- Queensland Masters Football may impose a fine, suspend, expel, or take whatever disciplinary action it deems necessary against the offending team or player.

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

- The match will be determined 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 player.

14.0 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.

Team Sheets

On match day, both teams are required to complete a Squadi teamsheet prior to the commencement of the match. The teamsheet must list all players participating in the fixture. The teamsheet must be submitted via Squadi at least 15 minutes prior to the kick-off of the match. If players arrive late, the referee can unlock the teamsheet at half time to have players added. Players are not permitted to be added to the teamsheet after half time.

Players listed on the teamsheet are required to have a passport style ID photo uploaded to their Squadi profile, for identification and eligibility purposes.

Should any player take the field having not been listed on the teamsheet, they may be deemed an ineligible player, and this may open the team in question to penalties.

It is the team's responsibility to ensure:

- It has a minimum of seven (7) players to commence the match.
- That it does not list more than 18 players on the teamsheet.
- All players taking the field are eligible to play.
- All players taking the field of play are correctly listed on the teamsheet, with the correct jersey number.
- 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.

Alcohol Consumption – Club Facilities

Alcohol is only to be consumed in defined licenced areas at any club. Failure of any person to adhere to this rule may jeopardise that club's liquor license. Queensland Masters Football maintains a policy of no consumption of alcohol outside 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 official to have the game stopped until the situation is resolved.

Should this 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 official **at least two (2) match balls** (Size 5), **at least 15 minutes** prior to the commencement of the scheduled fixture. All balls must be of the same brand and must be of 'match ball' quality.

Playing Strips

All clubs must nominate a "Home" and "Away" strip. All playing strips must have numbers on the back of the jerseys.

All first name 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 alternate strip. **Visiting teams should take their away strip (shirt, 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. Goalkeepers are not permitted to wear replica kits (i.e. Real Madrid jersey).

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 on or off the field.

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.

15.0 WET WEATHER PROCEDURES

Should a game need to be postponed due to wet weather affected fields, the following procedure is to be followed:

1. The HOME team contacts the AWAY team.
2. The HOME team contacts the REFEREE COORDINATOR.
3. The HOME team advises Queensland Masters Football to advise of the postponement.

Where games are postponed due to wet weather, teams will be asked to have these games rescheduled mid-week. Such arrangement is to be completed within 30 days of the original scheduled date.

16.0 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.

- The technical area shall extend no further than one (1) metre on either side (left and right) of the designated seating area and extend forward up to one (1) metre from the touch line. If extra seating is required, it is recommended that they are placed beside the permanent bench on the side farthest away from the halfway line.
- A maximum of ten (10) persons are permitted to be within the confines of the technical area. They may include the coach, assistant coach, team manager, medical staff, and substitutes.
- Only one person at a time is authorised to convey tactical instructions to the players during the match and they must return to their position after giving these instructions.
- 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.
- All substitutes must be seated within the technical area. They must wear bibs or an alternative-coloured uniform to their strip.
- 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 they see fit. The game will not recommence until that person has left the playing field to the match official's satisfaction.
- 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 its occupants, including players, coaching staff, club marshals and officials.

17.0 DECISIONS OF THE MATCH OFFICIAL

All decisions of the match official 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.

18.0 MATCH OFFICIAL'S INFORMATION

At the conclusion of each match, the referee shall input the match result and related statistics into the match in Squadi.

If the referee cannot, for whatever reason, enter this information into Squadi, they must advise Queensland Masters Football administration via email at footballadmin@thelion.net.au. This must be done within 48 hours of the conclusion of the match, with all details including goal scorers and any red or blue cards received within the match. The referee must also forward any Send Off-Incident Reports to the Referee Coordinator, who must then forward them to the Queensland Masters Football office within 48 hours of the conclusion of the match.

If a team official approaches the match official seeking to protest the fielding of an ineligible player, the referee should instruct the team official to lodge an official protest.

Non-Attendance or Unavailability of a 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 a 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.

If both teams refuse to play, Queensland Masters Football reserves the right to award a **NO RESULT**.

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, they must notify Queensland Masters Football 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 game.
- If conditions are considered extreme by the match official, he or she has discretion to allow a 2-minute drinks break during each half.

In the event of a 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 teams ground where possible.

Players' Equipment

It is the referee's responsibility to ensure all players that take the field of play are wearing equipment that is safe to themselves and others. 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, earrings, nose rings, lip rings, belly rings and any other type of piercing. It also includes necklaces or other types of neck adornments, bracelets, bangles (including fitness trackers) or other types of wrist adornments. No taping of any type is permitted including wedding rings.

All jewellery must be removed before a player enters the field of play during a match. The only exception to this rule is referees, who can wear watches for the purpose of their job.

Blood Rule

If a player suffers an injury or wound which results in the loss of blood, the match official will request that the injured player receives 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.

If the player's uniform or attire is splattered with blood, the referee will instruct that player to change their attire before being permitted to rejoin the game. Should the injured player be required to change their uniform, then the appointed match official will show discretion in allowing the player to wear an alternate jersey number.

19.0 CODE OF CONDUCT

Players and Match Officials

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 the FIFA Fair Play Code.

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

Spectators

This code applies to the conduct and behaviour of all spectators currently under the direct control of Queensland Masters Football and should be read in conjunction with the FIFA Fair Play Code.

Lighting of Flares/Other Flammable Objects or 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.