

International Island Games Association

The Sports and By-Laws

Section 1 - The Sports of the Island Games and Recognised International Federations

1.1 The Rules of Competition of the following governing International Sports Federations shall be those used where appropriate at the Island Games (hereafter called 'the Games') subject to the provisions of Clause 1.6 hereof.

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|------------|--|--------|
| 1.2 | Federation Internationale de Tir a L'Arc | FITA |
| | International Association of Athletic Federation | IAAF |
| | Badminton World Federation | BWF |
| | Federation Internationale de Basketball | FIBA |
| | World Indoor Bowls Council | WIBC |
| | Union Cycliste Internationale | UCI |
| | Federation Internationale de Football Association | FIFA |
| | Royal & Ancient Golfing Society | R&A |
| | Federation Internationale Gymnastique | FIG |
| | International Judo Federation | IJF |
| | International Sailing Federation | ISAF |
| | International Shooting Sport Federation | ISSF |
| | Federation Internationale de Tir Aux Armes Sportives de Chasse | FITASC |
| | Clay Pigeon Shooting Association | CPSA |
| | World Squash Federation | WSF |
| | Federation Internationale de Natation | FINA |
| | International Table Tennis Federation | ITTF |
| | International Tennis Federation | ITF |
| | International Triathlon Union | ITU |
| | Federation Internationale de Volleyball | FIVB |

1.3 Any other sport, or event, accepted by the IIGA for inclusion in the Games, shall, if that sport, or event, be controlled by an International Federation, have the name of the Federation added to the above list.

1.4 For clarification purposes Sailing will always be deemed to include Sailboarding (Windsurfing) and they will not be deemed to be separate sports.

1.5 That in future 'Bowls' shall include Indoor Bowls, Outdoor Bowls and Ten Pin Bowling.

1.6 All sports shall operate under the IIGA Constitution Operational Guidelines and Sports and By-laws and where there is no direct conflict with the aforesaid IIGA Rules and Regulations they shall also operate under each Sports International Governing Body Rules.

Section 2 - The Responsibilities of the Host Island Organising Committee**2.1 Operational Guidelines for Host Islands**

- 2.1.1 The IIGA has overriding control of the policy of the Games.
- 2.1.2 The Host Island Organising Committee (hereafter called the 'Organising Committee') shall set up its own Sports Management Committee and shall appoint 1 of its Members to act as Chairman. The Sports Management Committee shall be responsible to the Organising Committee for ensuring that each sport is properly administered. Each Governing Body of the sports chosen for the Games shall, with the approval of the Organising Committee, elect its representative to the Sports Management Committee.
- 2.1.3 Each Sport Representative of the Sports Management Committee will, in partnership with the Host Island Sport Governing Body, be responsible for making the arrangements for competitions, and shall ensure that all venues and facilities necessary for competition meet with the requirements of the IIGA. Should any doubt exist as to the suitability of any venue or facility the Organising Committee will report the fact to the Executive Committee.
- 2.1.4 The Organising Committee shall ensure that each sport in the Games is overseen by a Technical Committee. The Technical Committee is established by election at the Post-Games Technical Committee meeting at the previous Games and shall consist of a minimum of 3 and a maximum of 6 Members – a Chairman, Secretary plus up to 4 Members. Both Future Host Islands (if applicable) should be represented and if at all possible at least 1 of the positions should be permanent e.g. Secretary or Chairman, to ensure continuity.
- 2.1.5 Each Sport Co-Ordinator shall, with the agreement of their Technical Committee convene a Pre-Competition management meeting for all Team Managers.
- 2.1.6 The Sport Co-Ordinator shall where appropriate, advise the Chairman and Secretary of the Technical Committee of the time and venue of the Pre-Competition Management meeting prior to their arrival at the Games.
- 2.1.7 The Sport Co-Ordinator shall, where possible, notify each of the Team Managers of the time and venue of the Pre-Competition Management meeting prior to their arrival at the Games.
- 2.1.8 At the Pre-Competition Management meeting, the Sport Co-Ordinator shall introduce himself/herself and if appropriate, Members of the Sports Organising Committee. The meeting shall then be handed over to the Chairman of the Technical Committee.

Section 3 - The Pre-Competition Meeting

3.1 Suggested agenda for the Pre-Competition Meeting:

- 1 Introduction to the meeting of:
 - Technical Committee.
 - Host Island Coordinator and Technical Officer.
 - Observer from the International Federation (if present).
- 2 Appointment of a Chairman (if the Chairman of the Technical Committee is not present).
- 3 Appointment of a Secretary of the meeting (if the Secretary of the Technical Committee is not present).
- 4 The Host Island Coordinator and/or Technical Officer should: -
 - confirm the Programme and Order of Events
 - clarify the Rules e.g. seeding
 - allocate lanes
 - substitutions
 - notify meeting of withdrawals etc.
 - explain the procedures to be followed e.g. sports opening ceremony
 - arrangements for training and warm-up
 - medal presentations
 - appeals etc.
 - answer questions from the floor
- 5 Appointment of a Jury of Appeal
- 6 Any Other Business
- 7 Confirmation of the day, time and place of the Post-Competition Meeting.

3.2 **Note**

- This meeting should be attended by the Technical Committee appointed at the previous Games together with 2 representatives from each Member Island competing in that sport. The Observer from the International Federation, the Senior Official who will be responsible for conducting the event, the Host Island Coordinator and Technical Officer should also be present.
- Minutes of this meeting should be sent to the General Secretary, the Sports Coordinator of the next Host Island, and to each Member Island that participated in the sport.

Section 4 - Attendance and Voting Rights At Sports Competition Meetings

- 4.1 The Organising Committee of the sport concerned a maximum of 2 representatives (1 vote).
- 4.2 Each of the other Member Island Association (hereafter called 'Member Islands') competing in the sport a maximum of 2 representatives (1 vote per Member Island).
- 4.3 The International Federation Delegate/Observer of the sport or event (as appropriate) if present at the Games (1 vote).
- 4.4 The Officers and Executive Committee Members are ex-officio, non-voting Members of all IIGA Technical Committees.
- 4.5 The Chairman of the Technical Committee shall have the casting vote.

Section 5 - The Roles & Responsibilities of Sport Technical Committee

- 5.1 Each Technical Committee shall supervise and assume control of the Technical arrangements for their sport during the Games, assisted by the Organising Committee and by its Sports Committees. The Technical Committee shall ensure that the sport is conducted in accordance with the Rules of the International Federation concerned, or by the Governing Body of the sport where there is no direct conflict with the Constitution, Operational Guidelines and Sports By-laws of the IIGA.
- 5.2 The Technical Committee may meet at such times as is deemed necessary during the course of the Games.
- 5.3 Juries of Appeal shall be composed in accordance with the IIGA Sports By-laws but could include, if present, the official International Federation Delegate/Observer of the sport or event (as appropriate). The names of the Members of the Juries of Appeal for each sport will be notified in writing to the General Secretary immediately on their appointment.
- 5.4 The Jury of Appeal shall not consist of more than 40% of its Members from 1 Member Island.
- 5.5 Between the Games the Members of the Technical Committee will act as the advisory/consultative body for that sport for the Executive Committee, the Sport Coordinator from the next Host Island and the Organising Committee from the next Host Island.
- 5.6 Technical Committees shall be empowered to recommend/propose amendments to the Executive Committee. Amendments must be sent to the General Secretary no later than 4 months before the Games at which the changes will come into effect.
- 5.7 Each Technical Committee shall have the power to co-opt non-voting persons for consultative purposes only.

Section 6 - The Post-Competition Meeting

6.1 Suggested agenda for the Post-Competition Technical Meeting:

- 1 Introduction of any person not present at the Pre-Competition Meeting.
- 2 Approve the Minutes of the last meeting
- 3 Matters arising from the Minutes
- 4 Review all aspects of the current Games:
 - pre-games information
 - entries
 - programme
 - officiating
 - results service
- 5 Agree an outline Programme for the next Games
- 6 Formulate recommendations, if any, for the next Organising Committee
- 7 Review the sport specific IIGA By-laws.
- 8 Appoint a Technical Committee to serve until the conclusion of the next Games.
- 9 Any Other Business

6.2 **Note:**

- It is desirable that the Sports Coordinator for the next Games be present at this meeting. The meeting may be attended by a representative of the Executive Committee; therefore the Executive Committee must be notified of the details of the arrangements.
- Minutes of this meeting should be sent to the General Secretary, the Sports Coordinator of the next Host Island, to each Member Island that participated in the sport, and to each new Island that was admitted to the IIGA during the AGM.
- **It is essential that the names and contact details for both the Chairman and Secretary of the newly elected Sports Technical Committee are sent (preferably by email) to the General Secretary, together with the Minutes of both the Pre and Post-Competition Meetings, within 2 months of the Closing Ceremony of the Games.**

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.

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** To be appointed by the Organising Committee
- 2.3.2** All match Referees shall be current Class One officials or local equivalent, and will be appointed to matches by the Management Committee. No fees will be payable.
- 2.3.3** Every match must have a Referee appointed from a neutral territory. Where practical each competing Member Island will supply a Class One official or local equivalent rating approved by the Management Committee.
- 2.3.4** Assistant Referees will be Referees registered with the Host Football Association or Football Associations cooperating with the Host Island or Referees invited from the other competing Member Islands. Assistant Referees will be appointed to matches by the Management Committee and wherever possible will be from a neutral Island.

- 2.3.5 Referees and Assistant Referees 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 played on a league basis in the 1st stage, with Teams divided into groups. 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 qualification group the same criteria as used by FIFA will be applied, which for the purposes of these By-laws will be called 'FIFA UGC' 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 FIFA UGC is applied, if the points are equal, then the best record will be determined in chronological order as follow:

- Goal difference
- Goals scored

Note: the Management Committee reserve the right to decide on the ruling for placings for 5th place and above on the total number of matches they can accommodate.

- 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 of the results between the Team(s), the goal difference, and goals scored being equal, the drawing of lots shall decide the placings unless the 2 Teams which have the same number of points and the same number of goals scored and conceded play their last group match against each other and are still equal at the end of that said match in which case the ranking of the 2 Teams in question will be determined by kicks from the penalty mark and not by the criteria above. This procedure is only necessary if a ranking of the Teams is required to determine the group winner or the runner-up of a preliminary round group.

- 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 side 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

2.7 Venues

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.

2.8 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 1st and 2nd choice colour and kit design 30 days prior to the commencement of the competition.
- 2.9.2.2 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 or other appurtenances thereon 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

3.1. Appointment

The Technical Committee will be appointed at each Games Post-Competition Meeting and shall consist of a minimum of 3 and a maximum of 6 Members – a Chairman, Secretary plus up to four Members. Both of the future Host Islands (if applicable) should be represented and if at all possible at least 1 of the positions should be permanent e.g. Secretary or Chairman to ensure continuity.

3.2 Meetings

The Technical Committee will meet if necessary at any time during the Games. In the period between the Games the Technical Committee will act as an advisory/consultative body on any matters arising.

Section 4 – Pre and Post-Competition Meetings

- 4.1** The Pre and Post-Competition Meetings shall be called and chaired by the Host Island Sports Co-ordinator and shall be attended by the Technical Committee and up to 2 representatives from each competing Member Island Team.
- 4.2** The Jury of Appeal will be appointed at the Pre-Competition Meeting. A panel of 5 Members (preferably from different competing Member Islands) plus a non-voting Secretary will be appointed. A minimum of 3 Members plus the Secretary would be required to hear an appeal. If the appeal concerns a competitor from the same Member Island as 1 of the Jury Members he/she cannot participate in any decision taken.

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.
- 5.3.2 All place matches shall be of 45 minutes each-way duration, with extra time of 15 minutes each way in the event of a draw.
- 5.3.3 If, after extra time in any match, the Teams are still level, the match shall be decided by the taking of 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.
- 5.4 Penalty Decider**
- The taking of kicks from the penalty mark to decide a match shall be in accordance with the FIFA 'Knock-Out Competition - Obtaining a Result', taking of penalty kicks from the penalty mark as contained in 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**
- Up to a maximum of 3 substitutes may be used from a maximum number of 7 nominated substitutes in accordance with Law 3 and subject to the rule relating to the taking of 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 Misconduct

- 5.8.1 A player who is sent off the field of play (red card) will automatically miss his side's next match, and will be reported to the players own Football Association who may, after considering the misconduct report(s), vary that suspension. All cases of field misconduct will be reported to the appropriate National Association.
- 5.8.2 A player who receives 2 cautions (yellow cards) during the competition will miss his side's next match and will be reported to his own Football Association.

Appendix 1

- 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** - 1 group of 4 and 1 group of 5 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 the Teams that finished 4th in each group will play-off for 7th and 8th place and the Team that finished last in the group of 5 will be placed 9th. This gives Teams a minimum of 4 and a maximum of 6 matches making 22 matches in total for the competition.
- 5 **10 Teams** - 2 groups of 5 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 remaining Teams can be ranked from 5th to 10th based on their final group placing. This gives Teams a minimum of 4 and a maximum of 6 matches making 24 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 by applying FIFA unequal group criteria ('FIFA UGC')). 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 FIFA UGC) 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 FIFA UGC). 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 by FIFA UGC (see above)). 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 FIFA UGC) 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 FIFA UGC). 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** - 2 groups of 4 and 1 group of 5. Top Team from each group goes through to semi-finals plus the best placed runner-up to be decided by applying FIFA UGC (see above). 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 FIFA UGC) 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 (based on FIFA UGC). The next 2 best placed Teams finishing 4th (based on FIFA UGC) will then play-off for 11th and 12th place and the remaining worst placed Team finishing 4th will be placed 13th.

This gives Teams a minimum of 4 and a maximum of 5 matches making 30 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 applying FIFA UGC. If applied this would reduce the total number of matches to 26 and the minimum number of matches for Teams placed 5th or lower to 3 instead of 4.

- 9 **14 Teams** - 2 groups of 5 and 1 group 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 by applying FIFA UGC (see above). The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining Teams can be ranked from 5th to 14th based on their final group placing.

This gives Teams a minimum of 3 and a maximum of 6 matches making 30 matches in total for the competition.

- 10 **15 Teams** - 3 groups of 5 playing round-robin matches. Top Team from each group goes through to semi-finals plus the best placed runner-up to be decided by applying rating coefficient FIFA UGC (see above). The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining Teams can be ranked from 5th to 15th based on their final group placing.

This gives Teams a minimum of 4 and a maximum of 6 matches making 34 matches

in total for the competition.

- 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 Teams can be ranked from 5th to 16th based on their final group placing. This gives Teams a minimum of 3 and a maximum of 5 matches making 28 matches in total for the competition.
- 12 **17 Teams** - 3 groups of 4 and 1 group of 5 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 Teams can be ranked from 5th to 17th based on their final group placing applying FIFA UGC. This gives Teams a minimum of 3 and a maximum of 6 matches making 32 matches in total for the competition.
- 13 **18 Teams** - 2 groups of 4 and 2 groups of 5 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 Teams can be ranked from 5th to 18th based on their final group placing applying FIFA UGC. This gives Teams a minimum of 3 and a maximum of 6 matches making 36 matches in total for the competition.
- 14 **19 Teams** - 3 groups of 5 and 1 group 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 Teams can be ranked from 5th to 19th based on their final group placing applying FIFA UGC. This gives Teams a minimum of 3 and a maximum of 6 matches making 40 matches in total for the competition.
- 15 **20 Teams** - 4 groups of 5 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 Teams can be ranked from 5th to 20th based on their final group placing.

This gives Teams a minimum of 4 and a maximum of 6 matches making 44 matches in total for the competition.

The following alternate arrangements reflect the options for 20 Teams which reflects the effects of a reduced minimum number of games but at this number the total number of games is reduced and may be the only valid logistical option given the games period and venue availability.

ALTERNATIVE

- 16 **20 Teams** - 5 groups of 4 playing round-robin matches. Top Team from each group goes through to the quarter-finals plus the 3 best placed runners-up (to be decided by applying rating coefficient "FIFA UGC" as above). A seeded draw for the quarter-final stage would then be decided according to group FIFA UGC with highest rank (1st) playing lowest rank (8th), 2nd highest rank (2nd) playing 2nd lowest rank team (7th) etc followed by a similar pre-drawn basis for the semi-final stage. The winners of the semi-finals play in the finals and losing semi-finalists play-off for 3rd and 4th place. The remaining Teams can be ranked from 5th to 20th based on their final group placing. This gives Teams a minimum of 3 and a maximum of 6 matches making 38 matches in total for the competition.

SUMMARY

| No. teams | No. of games | | | | | | | Games per team | |
|-----------|--------------|----------|----|----------|-----|-------|-----|----------------|-----|
| | Group | SF/F/3rd | QF | Placings | | Total | | Min | Max |
| | | | | Min | Max | Min | Max | | |
| 6 | 6 | 4 | 0 | 1 | 1 | 11 | 11 | 3 | 4 |
| 7 | 9 | 4 | 0 | 1 | 1 | 14 | 14 | 3 | 5 |
| 8 | 12 | 4 | 0 | 2 | 2 | 18 | 18 | 4 | 5 |
| 9 | 16 | 4 | 0 | 2 | 2 | 22 | 22 | 4 | 6 |
| 10 | 20 | 4 | 0 | 0 | 0 | 24 | 24 | 4 | 6 |
| 11 | 15 | 4 | 0 | 3 | 3 | 22 | 22 | 3 | 5 |
| 12 | 18 | 4 | 0 | 0 | 4 | 22 | 26 | 3/4 | 5 |
| 13 | 22 | 4 | 0 | 0 | 4 | 26 | 30 | 3/4 | 5 |
| 14 | 26 | 4 | 0 | 0 | 0 | 30 | 30 | 3 | 6 |
| 15 | 30 | 4 | 0 | 0 | 0 | 34 | 34 | 4 | 6 |
| 16 | 24 | 4 | 0 | 0 | 0 | 28 | 28 | 3 | 5 |
| 17 | 28 | 4 | 0 | 0 | 0 | 32 | 32 | 3 | 6 |
| 18 | 32 | 4 | 0 | 0 | 0 | 36 | 36 | 3 | 6 |
| 19 | 36 | 4 | 0 | 0 | 0 | 40 | 40 | 3 | 6 |
| 20 | 40 | 4 | 0 | 0 | 0 | 44 | 44 | 4 | 6 |
| 20 alt | 30 | 4 | 4 | 0 | 0 | 38 | 38 | 3 | 6 |